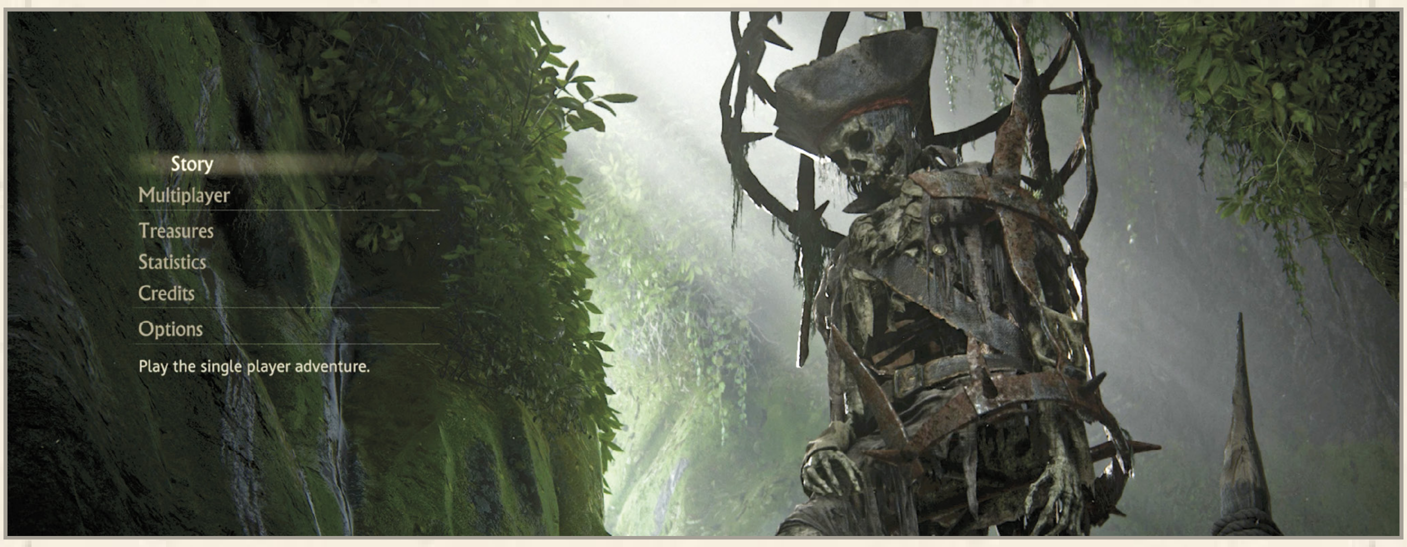
Basics

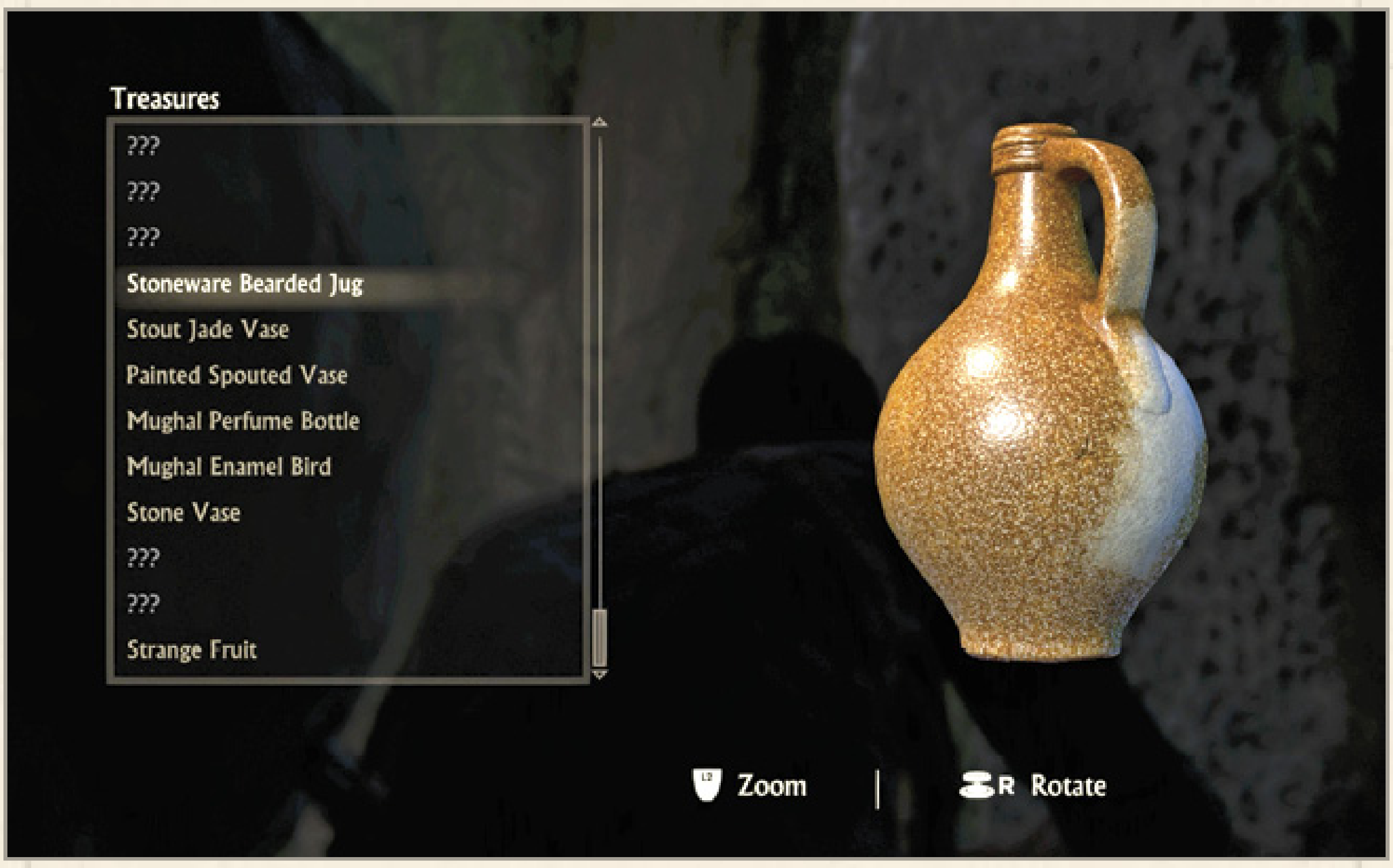
Main Menu


Story
Multiplayer
Treasures
Statistics
Credits
Options
Play the single player adventure.

The options available at the main menu are the following: Story, Multiplayer, Treasures, Statistics, Credits, and Options. Here's a quick breakdown of the fun and strategic features.

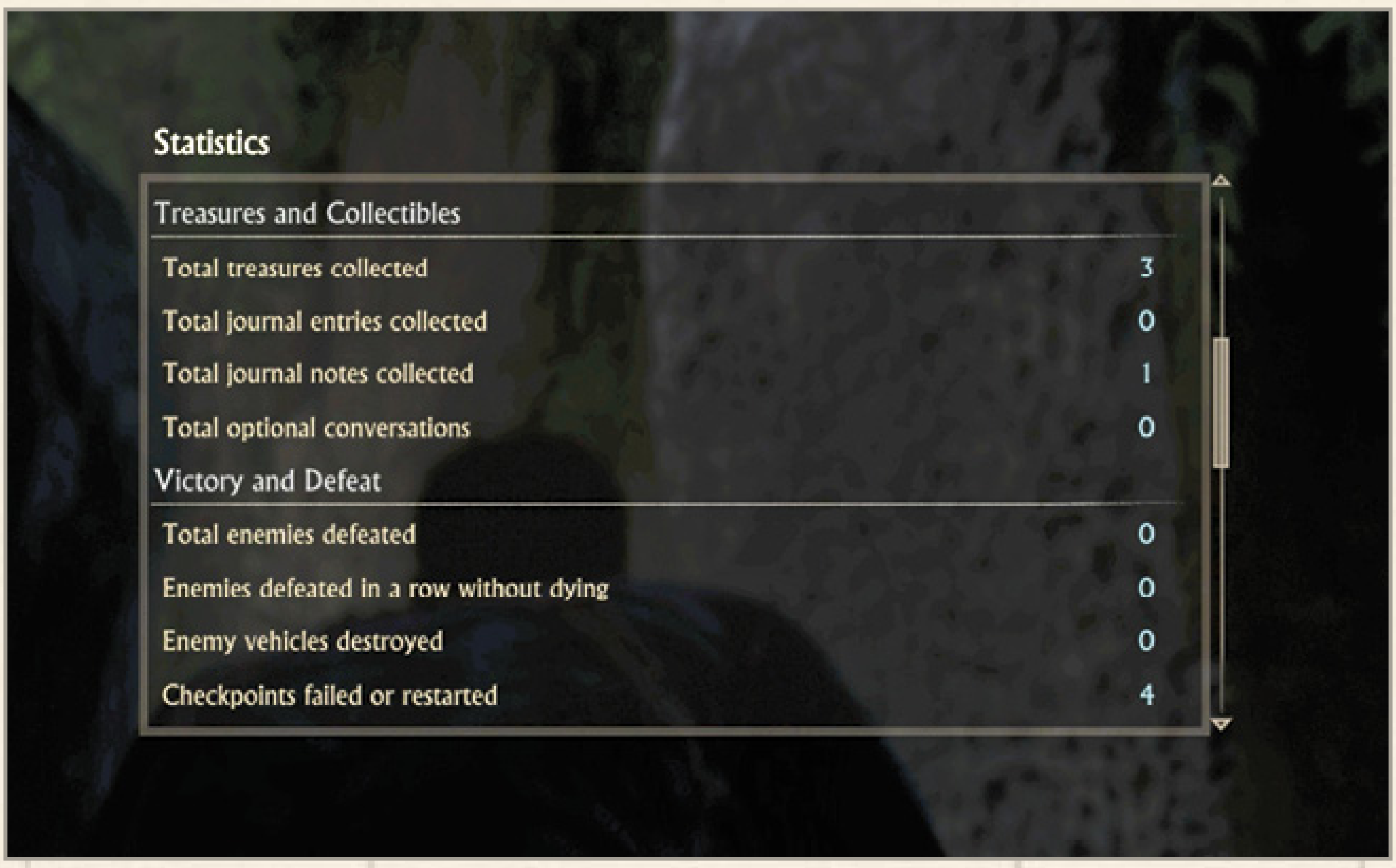
TREASURES

The Treasures option allows you to see and virtually hold all of the Treasures you've collected on your adventure. You can zoom into the object using the **L2** button and rotate it using the right stick. This menu is also available via the Options button while playing Story mode. There are 109 Treasures to collect and if you find them all you earn a trophy.


Treasures
???
???
???
Stoneware Bearded Jug
Stout Jade Vase
Painted Spouted Vase
Mughal Perfume Bottle
Mughal Enamel Bird
Stone Vase
???
???
Strange Fruit
L2 Zoom
R Rotate

STATISTICS

Discover all the recorded data accumulated during gameplay. Statistic categories include: Time and Traversal, Treasures and Collectibles, Victory and Defeat, Hand-to-Hand Combat, Gun Combat, and Explosive Combat. This is a great place to visit to check out how close you are to earning a particular trophy.

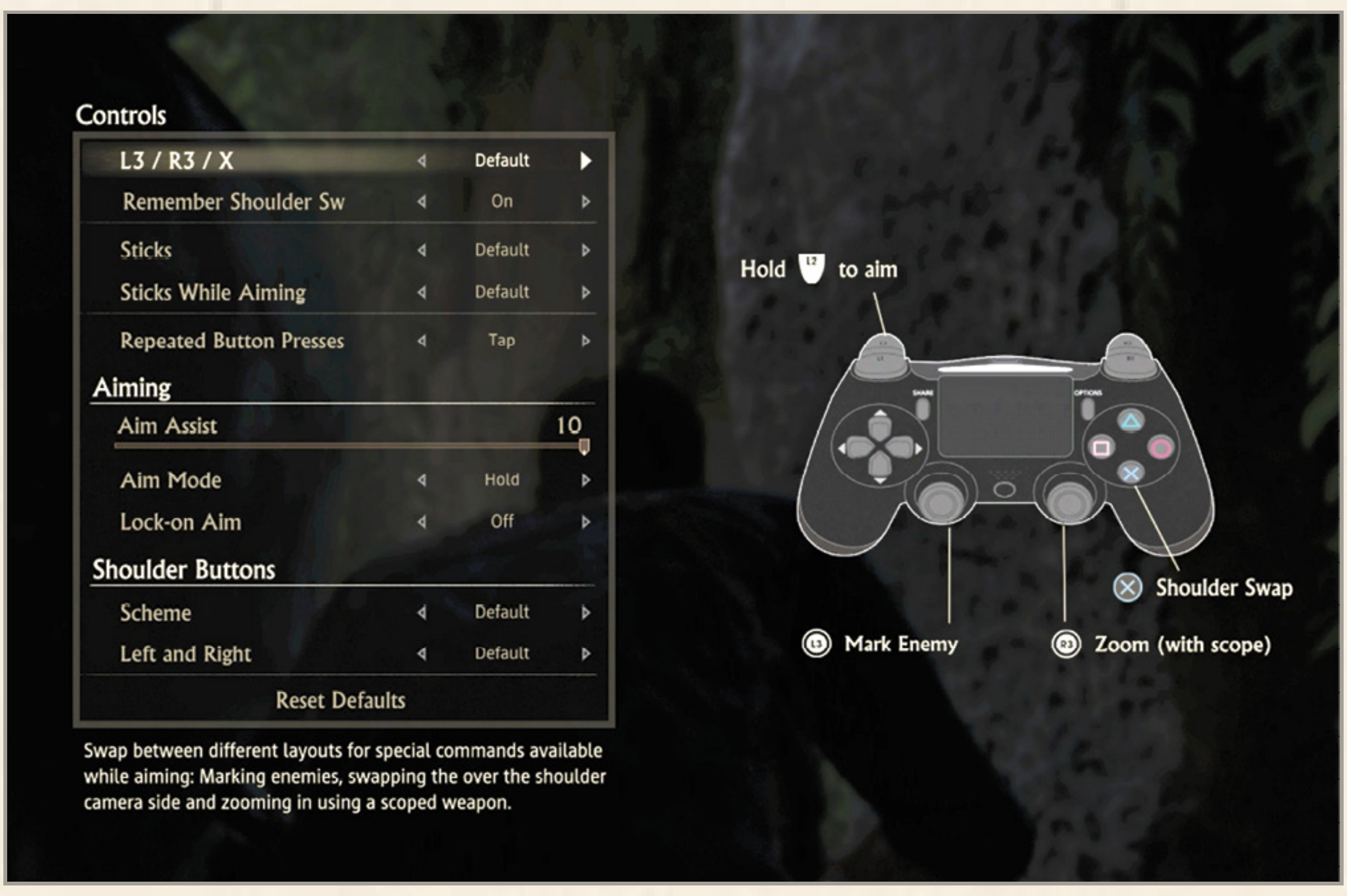


Statistics

Treasures and Collectibles	
Total treasures collected	3
Total journal entries collected	0
Total journal notes collected	1
Total optional conversations	0
Victory and Defeat	
Total enemies defeated	0
Enemies defeated in a row without dying	0
Enemy vehicles destroyed	0
Checkpoints failed or restarted	4

Controls

We won't bore you with all the features in the control options, but there are a few interesting things that can change your gameplay experience in a big way. Check out these features:


Controls

L3 / R3 / X ◀ Default ▶
Remember Shoulder Sw ◀ On ▶
Sticks ◀ Default ▶
Sticks While Aiming ◀ Default ▶
Repeated Button Presses ◀ Tap ▶

Aiming

Aim Assist 10
Aim Mode ◀ Hold ▶
Lock-on Aim ◀ Off ▶

Shoulder Buttons

Scheme ◀ Default ▶
Left and Right ◀ Default ▶
Reset Defaults

Swap between different layouts for special commands available while aiming: Marking enemies, swapping the over the shoulder camera side and zooming in using a scoped weapon.

L3/R3/X

In the Control options menu, you can chose the default commands assigned to L3, R3, and X. Or you can select one of the five alternative configurations. These variations adjust where the following commands appear on your controller: Mark Enemy, Zoom (with scope), and Shoulder Swap.

Remember Shoulder Swap

If you're constantly using the shoulder swap feature during *initial* engagements, it's likely that the "Remember Shoulder Swap" option will appeal to you. With this option on, the next time you draw your weapon you will hold it on the side of your body where it was positioned the last time you used it. The default weapon draw is on the right side of Nate's body. It's not safe to only shoot from one side of your body. You should allow the current environment and your cover to determine your shooting stance.

Repeated Button Presses

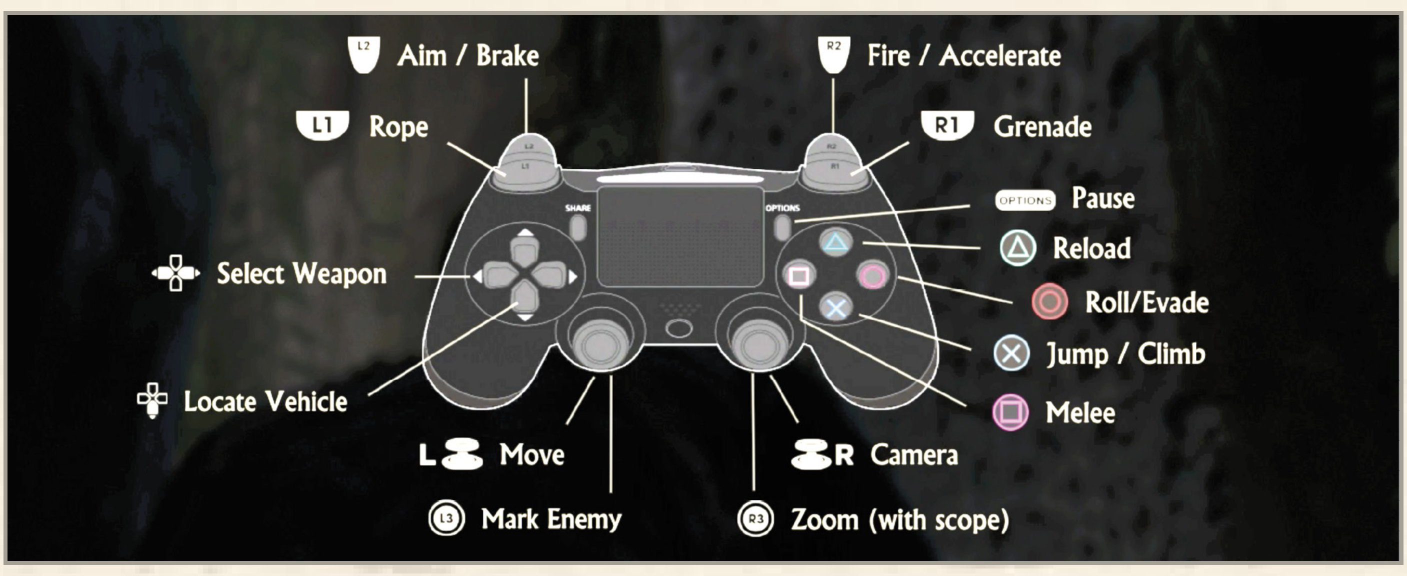
Not fond of furious button mashing? Turn this feature from Tap to Hold, and now you can escape those enemy holds or lift those barriers from blocked passages with ease by simply holding △.

Aiming

The Control menu is where you access Aim Assist, which is controlled using a sliding scale (from 0 to 10). You can also adjust aiming response to either a button hold or a button tap (aim with one tap, and turn it off with a second tap). Lastly, you can toggle Lock-on Aim on or off in this menu.

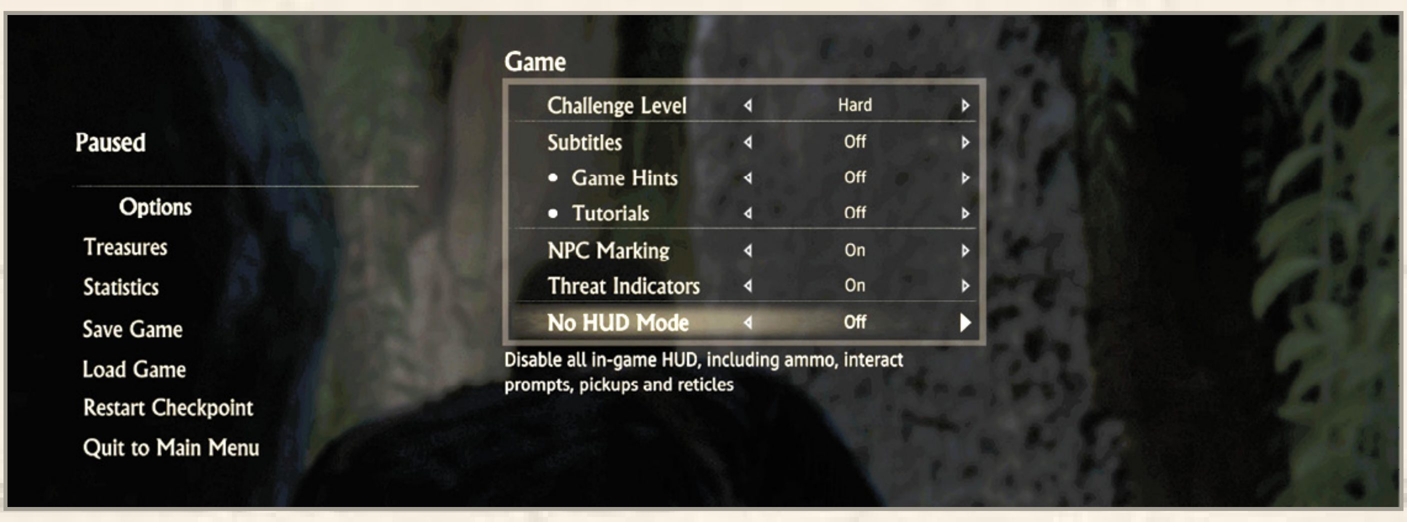
View Controls

This allows you to see a view of the controller and the button assignments that currently reflect your personal settings.



GAME OPTIONS

Game Options allow you to change the level of difficulty, even after you start a new game. Here, you can change the level of difficulty to **Explorer**, **Light**, **Moderate**, **Hard**, and **Crushing**. You also have the option of turning Subtitles, Game Hints, Tutorials, NPC Marking, and Threat Indicators on or off. The No HUD Mode is unlocked once you complete the game once. This disables all in-game HUD, including ammo, interact, prompts, pickups, and reticles.


Paused

Options
Treasures
Statistics
Save Game
Load Game
Restart Checkpoint
Quit to Main Menu

Game

Challenge Level ◀ Hard ▶
Subtitles ◀ Off ▶
- Game Hints ◀ Off ▶
- Tutorials ◀ Off ▶

NPC Marking ◀ On ▶
Threat Indicators ◀ On ▶
No HUD Mode ◀ Off ▶

Disable all in-game HUD, including ammo, interact prompts, pickups and reticles

Checkpoints

Checkpoints allow you to restart (after dying) at a particular point within the chapter. Checkpoints occur on a sliding scale, one that adjusts to your style of gameplay. The more you get stuck the more help you receive. Features that are adjusted include: combat difficulty, ammo pickup frequency, amount of checkpoints reached after objective completion, and stealth or combat kills in a row. For more information on the gameplay assistance feature, see "How Difficulty Settings Change Gameplay."

When you use a checkpoint to return to the game, you should respawn in the exact position and state you were in when the checkpoint occurred (crouching, in cover, hanging, etc). Enemies respawn at their last position, and any dead enemies remain dead through checkpoints.

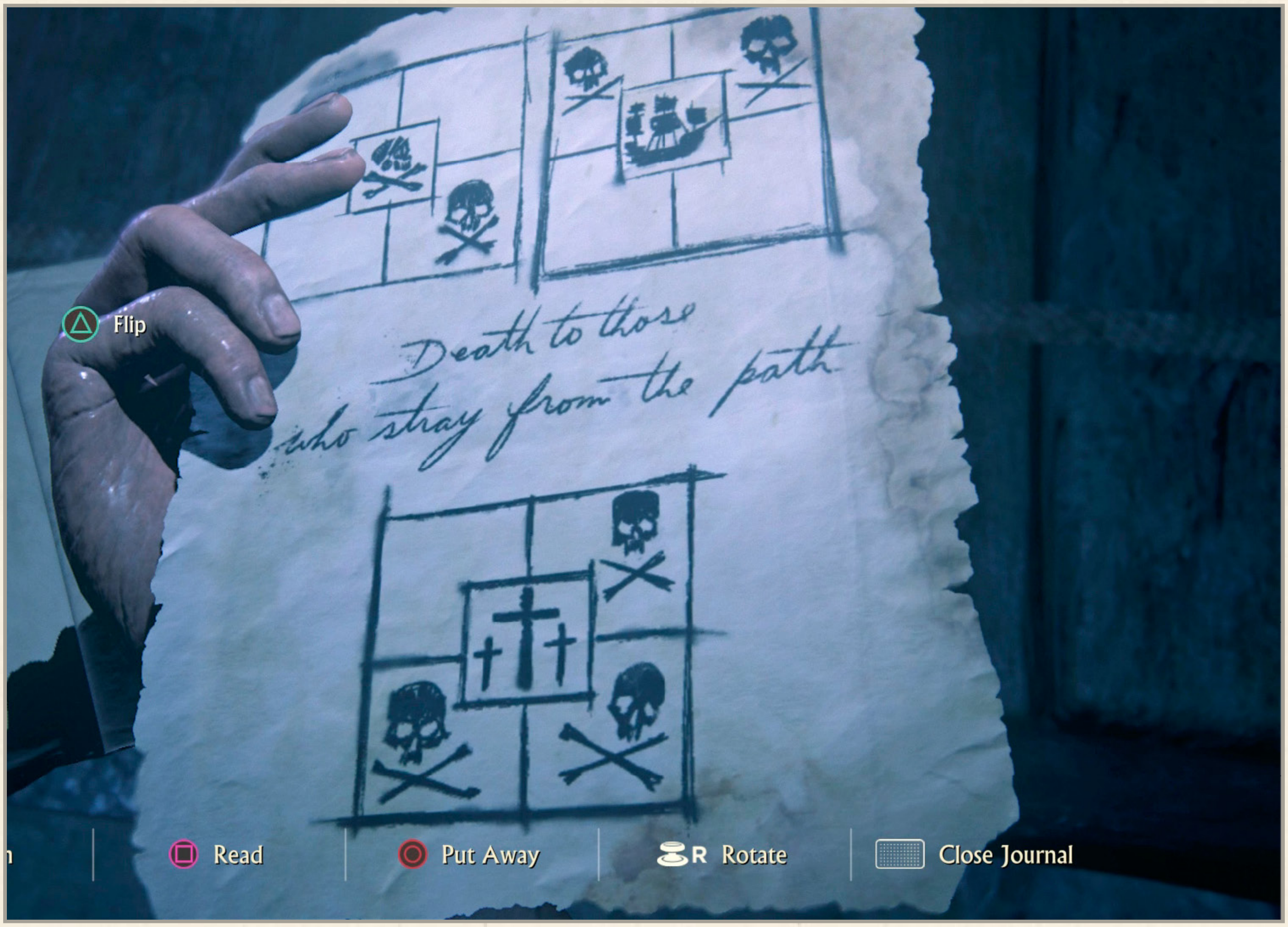
Here Are Some Interesting Details About Checkpoint Occurrences:

- Stealth checkpoints occur on a timer but infrequently (one for every minute of stealth).
- Exploration checkpoints can only occur once the appropriate Gameplay Assistance stage has been triggered (see "How Difficulty Settings Change Gameplay").
- Combat checkpoints occur after full waves of enemies have been cleared, or if you've attempted the task twelve or more times and have killed six or more enemies during the attempt.
- Combat checkpoints do not occur if only one enemy remains.

The Following Conditions Must Be Met To Reach A Checkpoint:

- You cannot be in the act of: falling; dropping from a ledge; climbing a ledge; jumping; sliding; hanging from a rope; involved in a melee attack; driving; in an explosion; in an enemy knock down; or dying.
- You cannot have your rope attached, or be swinging, or be entirely in midair.
- If you are hanging, the edge must not be one that crumbles.
- You must be able to breathe (i.e., not underwater, unless breathing with an air tank).
- You cannot have an enemy grenade near you.
- You cannot have an enemy within five meters of your location.
- You must have more than 90% health remaining.

The Journal


Death to those
who stray from the path
△ Flip
□ Read
○ Put Away
R Rotate
Close Journal

Nathan's Journal is obtained in Scotland, Chapter 8 "The Grave of Henry Avery." The Journal is basically Nate's diary where he compiles notes, letters, and pictures he's found or sketched during his journey. Check it regularly for context, clues, and Nathan's great sense of humor about things he encounters. Press the touch pad to access the Journal and use the right stick to peruse through its pages. Press ✕ to select certain items and □ to read items that contain script. When notes are selected out of the Journal, you can rotate them in your hand using the right stick and flip some over using △. Ultimately, the Journal is a great puzzle-solving tool.

Difficulty Settings

You can access the game options and change the difficulty anytime you wish. The difficulty modes are Explorer, Light, Moderate, Hard, and Crushing.

To understand *Uncharted 4*'s difficulty settings, you should first understand that the game is designed in such a way that the more you struggle through an area (resulting in multiple deaths), the more the game implements incremental stages of assistance to make the challenge a little easier. This assistance complements the game's difficulty setting. For example, the stages of assistance could be triggered after 6, 9, and 12 deaths, and possibly after 4, 6, and 8 deaths on an easy difficulty setting.

Each stage of assistance tweaks certain aspects of combat to make the task progressively easier. These include changes such as reducing enemy accuracy and enemy rate-of-fire, or increasing ally rate-of-fire, etc. Here is an overview of what is adjusted in gameplay, depending on what stage of assistance is implemented.

DETAILS OF AUTO ASSISTANCE STAGE 1

After struggling through an area and dying multiple times, the first stage of assistance will activate. These are the slight changes you can observe:

- Enemy Accuracy slightly reduced
- Time between enemy grenade throws slightly increased
- Time until enemies attempt to flank increased
- Enemy shotgun damage reduced
- Enemy shotgun delay between shots increased
- Enemy sniper target acquisition time increased
- Enemy sniper fire time once locked on increased
- Enemy grenade launcher delay between shots increased
- Enemy RPG delay between shots increased
- Time before ally can apply lethal force reduced
- Time before ally can melee lethally reduced
- Ally melee damage increased
- Time between Checkpoints reduced (45 seconds)

DETAILS OF AUTO ASSISTANCE STAGE 2

A second stage of assistance activates if you still continue to struggle through an area (that is, die a few more times). This stage further increases those features that were increased in Stage 1 and further decreases those that were decreased. These are the additional changes you can observe in Stage 2 of game assistance:

- All of Stage 1 assistance features slightly increased or decreased (accordingly)
- Ammo drops increased
- Enemy allies can no longer interrupt player melee to save each other
- Enemies can only land two combo melee hits and enemy melee damage is reduced
- Enemies can no longer melee you when grappled and your melee damage is increased
- Minimum stomps to kick you off a ledge increased to 3
- Enemies can no longer execute a double armbar (holding Drake by both arms and allowing other enemies to melee you from the front)
- Time between Checkpoints further reduced (30 seconds)

DETAILS OF AUTO ASSISTANCE STAGE 3

A third and final stage of assistance activates if you still continue to struggle through an area. This stage further increases and decreases (accordingly) the features from Stages 1 and 2. The additional changes applied in Stage 3 are as follows:

- Enemies can no longer shoot bursts while suffering hit reactions
- Allies can no longer be grappled
- Enemies can no longer execute melee combos or counter your melee
- Time between Checkpoints further reduced (15 seconds)
- Combat Checkpoints can now trigger after you kill any six enemies

DIFFICULTY SETTING DIFFERENCES

Now that you have a grasp of how the game adjusts to help you through difficult areas (by implementing stages of assistance), the following section lists the differences you can experience by changing the difficulty settings. Although the guide is written for Moderate game players, the list of features that are increased or decreased are based on the default values of Hard mode—that is, everything is tuned relative to how it compares to Hard.

Explorer (Very Easy)

It is almost impossible to die when the game is set to Explorer mode. Health regeneration is set to 1000% and enemy accuracy is at 5%. However, explosions and melee can still hurt you. Camera and Aim assistance settings are enabled by default.

Speedrun

If you want to get through the game in less than 6 hours to get the Charted!-Speedrun trophy, we highly suggest you do this with the difficulty set to Explorer. For more tips on the Speedrun, see the Extras chapter.

Light (Easy)

Gameplay features that are tweaked depending on the selected difficulty level are listed here. These features are either increased or decreased accordingly as the game difficulty progresses:

- Gameplay Assistance triggers after 4, 6, and 8 deaths
- Enemies take longer to acquire you as a target
- Successfully "sneak away" from enemies more easily
- Ammo drops increased
- You regenerate health faster
- Enemies are significantly less accurate
- Enemies can no longer shoot bursts while suffering hit reactions
- Enemies wait much longer before attempting to flank
- Enemy shotgun damage reduced, and shotgun delay between shots is increased
- Enemy sniper: damage reduced (no longer one-shot kills); target acquisition time increased; sniper fire time (once locked on) is increased
- Enemy grenade launcher and RPG delay between shots increased
- Enemy movement speed reduced
- Time before allies can apply lethal force reduced; allies can no longer be grappled; ally melee damage increased
- Minimum enemy stomps to kick you off a ledge increased to 3
- Enemies cannot counter melee (Heavies and Brutes are the exceptions); enemy support can no longer interrupt your melee to save each other
- Stealth Checkpoints can now trigger after any 2 stealth takedowns
- Breakable edges take much longer to crumble (3x)

Moderate (Normal)

This is the mode used to write this guide. The list of gameplay features that are tweaked depending on the Moderate difficulty setting is the same as those features listed in Light mode. However, if something was made easy in Light mode, it will be more difficult in Moderate mode and so on. We have listed the unique Moderate mode differences here:

- Enemies can shoot bursts while suffering hit reactions (allows fire back hit reactions)
- Enemy sniper can achieve one-shot kills
- Enemy movement speed is the same as on Hard mode
- Enemies can grapple your allies
- Stealth checkpoints can now trigger after any 3 stealth takedowns

Hard

Hard mode is the baseline where all other modes' features are made easier or more difficult. The list of gameplay features that are tweaked depending on the Hard difficulty setting is the same as those features listed in Moderate mode. However, if something was made easy in Moderate mode, it will be more difficult in Hard mode and so on. We have listed the unique Hard mode differences here:

- Successfully "sneak away" from enemies less easily
- Slightly higher enemy accuracy, target acquisition, and aggressiveness

Crushing

In Crushing mode, the hardest of difficulty settings, there are no automatic gameplay assistance features. Here is what else to expect in Crushing mode:

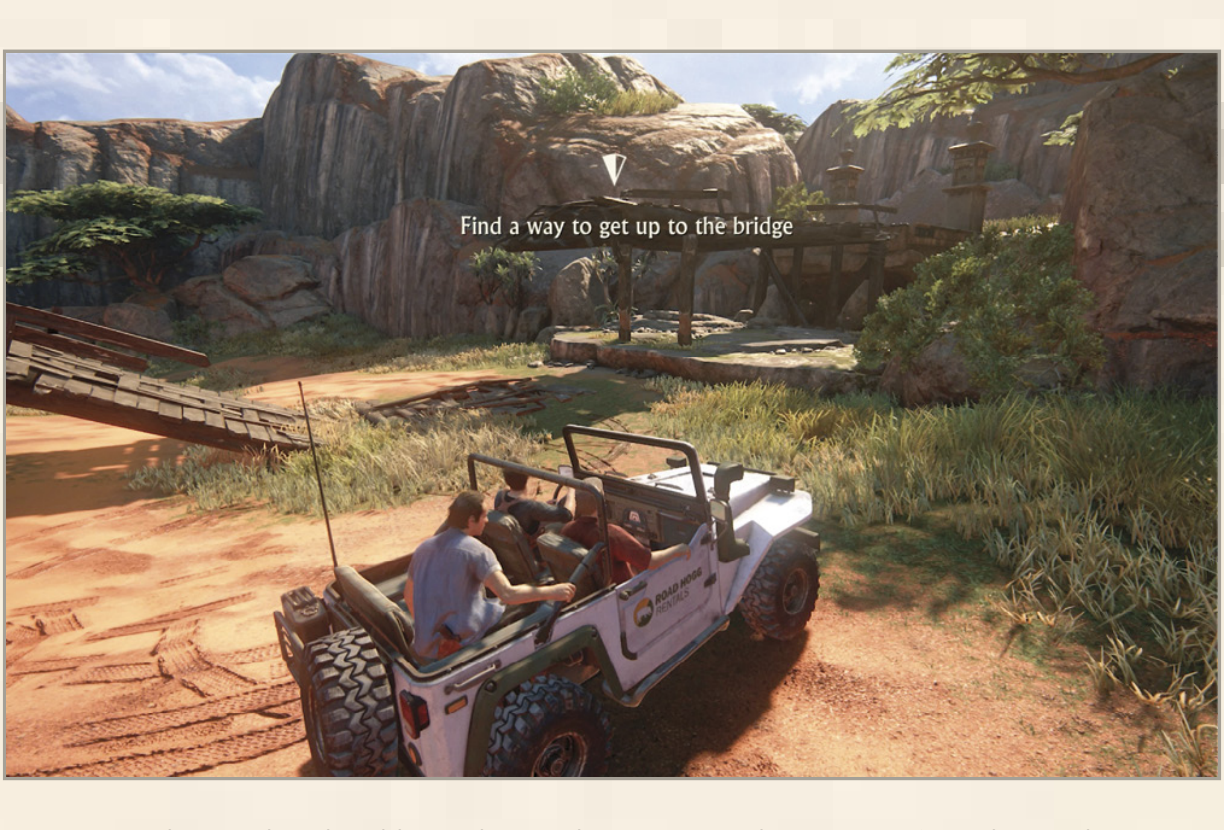
- Your slide speed is increased (3x)
- Enemy target acquisition time is heavily reduced
- Enemy vision distance is increased
- You no longer have a grace period to land a stealth kill when an enemy first sees you
- You no longer see enemy Threat Indicators
- You can no longer mark enemies
- Successfully "sneak away" from enemies is less easy
- Ammo drops reduced
- Your health regeneration rate is slower
- Enemy accuracy increased
- Minimum accuracy required for enemies to hit you is heavily reduced
- Time between enemy grenade throws is heavily reduced
- Time until the enemy attempts to flank is heavily reduced
- Enemies no longer stagger from explosions
- Enemy shotgun damage increased to the max
- Enemy sniper target acquisition time reduced
- Enemy sniper fire time once locked on is reduced
- Enemy movement speed increased to max
- Time before an ally can apply lethal force is heavily increased
- Enemies can now perform up to 15 hit melee combos and their melee damage is increased to maximum
- Checkpoints no longer occur during encounters
- Time before breakable handholds crumble is reduced to the minimum

Basics

Navigating the Environment

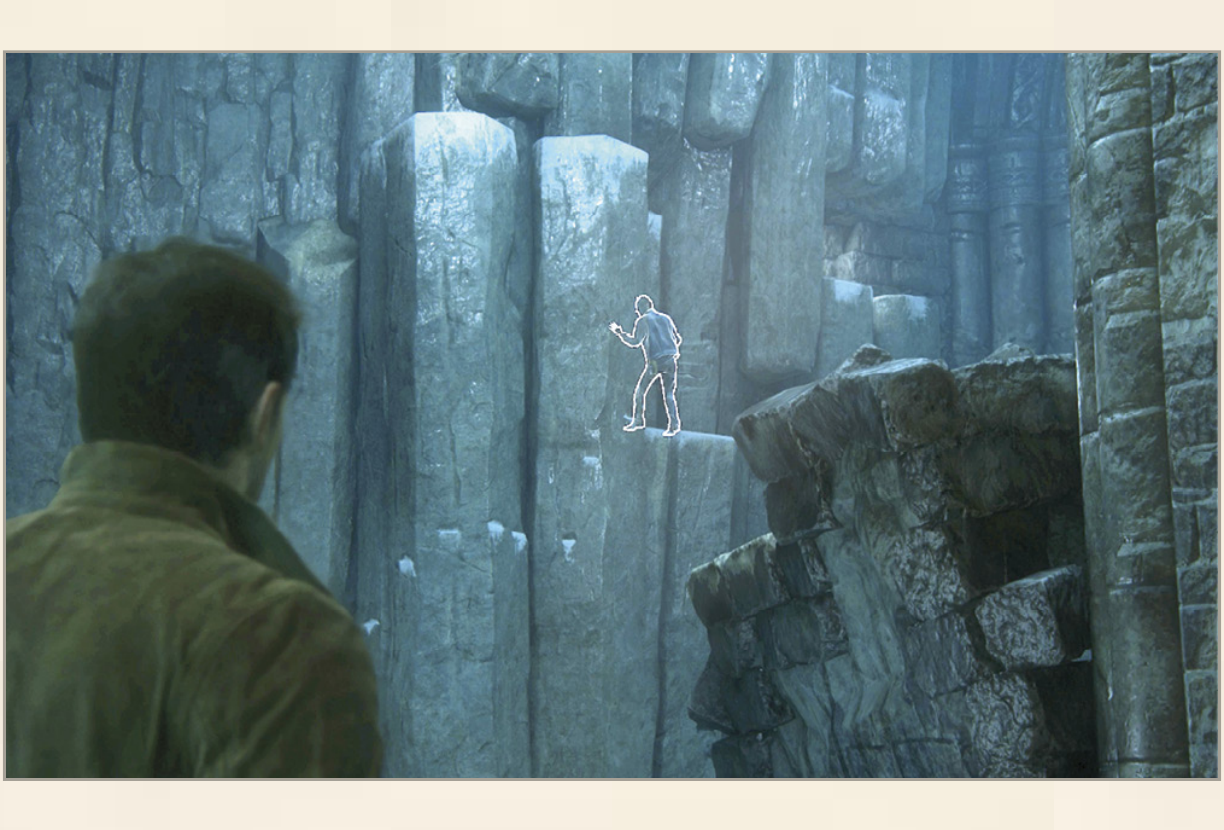
FINDING OBJECTIVES: THE HINT SYSTEM

One of the most alluring qualities of the *Uncharted* series is the thrill of exploration and discovery with minimal AI assistance. Here, you won't be smothered by an excessive amount of handholding by means of mini-maps, radars, animated route guidance, and constant objective reminders. There's very little to none of that here, and it's wonderful. You are rewarded for your curiosity, your sense of adventure…and using your brain.



However, if you do get stuck, *Uncharted* does not leave you hanging for a punishing amount of time. If the game detects no forward progress has been made in a certain amount of time, the first in-game nudge could be a verbal directional cue from a traveling partner.

If Game Hints are turned on, a hint reveal option eventually appears onscreen. You can choose to ignore this mysterious hint, or you can choose to reveal the tip by pressing up on the D-pad, which brings up an objective reminder and an onscreen marker in the direction you need to be headed. This marker does not disappear until you either complete the objective or until you turn it off in the Options menu. After turning off the Game Hint option, hints will not appear (unless you turn the option back on again).



The most common directional nudges come from traveling partners (if one is with you). Given enough idle time or lack of forward progression, your companion sometimes takes the lead and jumps or climbs to that next grip point or ledge that leads to an objective.

BASIC MOVEMENT

For someone having such an average guy persona, Nathan Drake has some seriously impressive moves that display his gift of strength and dexterity. But yet there's nothing extraordinary or supernatural about his capabilities—he's no superhero. During *Uncharted 3* (and in this adventure), you begin to fully understand why this middle-aged man has the adroitness of a teenage parkour freerunner. It's because he's been running up walls, jumping, climbing, and swinging from great heights since he was a young boy—all the while trying to keep up with his equally nimble, and certainly stronger, older brother at an orphanage they unwillingly called home. The following section details Nathan's basic movement options.

WALKING & RUNNING

Nate walks in any direction when you employ slight tilts of the left stick. Tilting the left stick to its limit makes Nathan run. Nate will automatically clamber over small obstacles, steps, or very short gradient changes by simply walking or running over them—without the need of additional button presses. However, larger obstacles or ledges requires an extra command…

CLIMBING

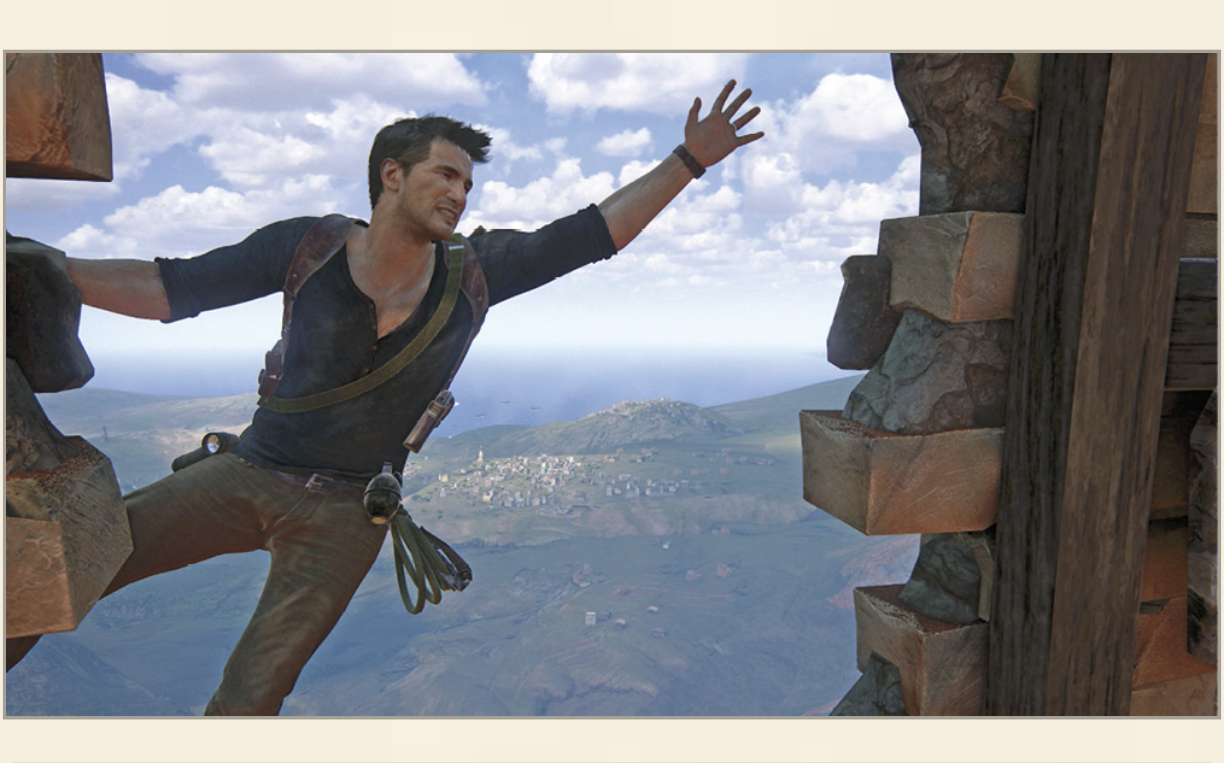
Whether or not Nathan automatically climbs onto an object depends on how tall it is. Nathan automatically climbs onto small objects that are around knee-high, but anything taller (or more intricate like a ladder) requires an extra button press.

Press the Jump/Climb button ✕ to clamber onto high objects or to jump and latch onto an object, such as a wall grip, edge, ledge, windowsill, or ladder. Once you are in the climbing stance (Nate's feet and hands are gripping an object), simply tilt the left stick to advance. You can continue moving in any direction the terrain allows using only the left stick for movement until a Jump ✕, Drop ○, or a Grapple Swing is required for advancement.

THE REACHING HAND GESTURE

The Climbing Reach

Nate's extended hand means one thing in *Uncharted 4*: An object or enemy is within reach. His reaching hand is a great indicator of what direction to move during climbing or swinging challenges. If you get to a point in a climbing challenge where you are unsure of your next move, tilt the left stick in all directions while observing Nate to see what direction his arm extends. When his arm stretches out, that means there's a grip point in range in that direction. If it's a good distance away, you must jump (or hand jump) to it; otherwise, if you continue to tilt the left stick in that direction, Nate moves to that object by climbing or shimmying.

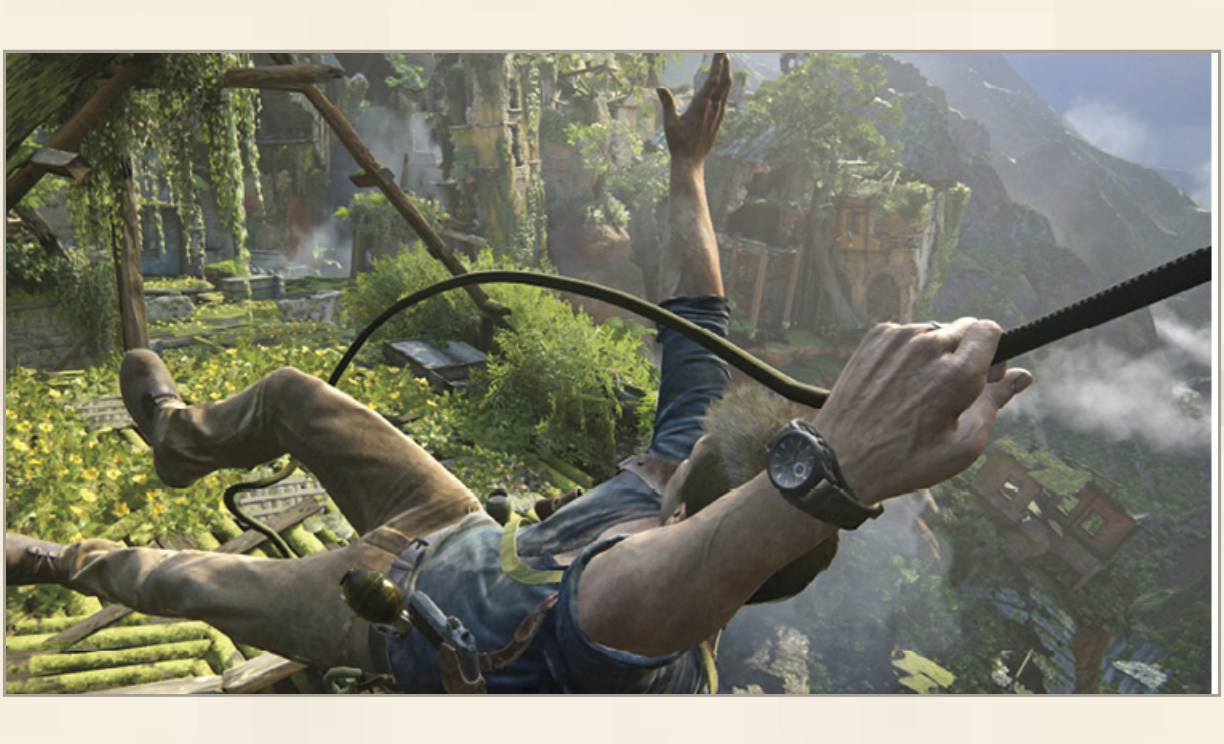


Climbing Tip

When Nate stops climbing but you are still tilting the control stick, your first attempt to continue should be checking to see if Nate will reach in any direction by using the left stick in all directions. If Nate continues to move in a direction (a hand shimmy or climb), keep going until he reaches what seems like a dead-end again. If this time Nathan only reaches his hand out to a distant grip point, jump to the indicated location to continue. Keep in mind that the camera position plays a role in the directional commands. With climbing challenges, it's usually best to position the camera so that it's centered on Nate's back.

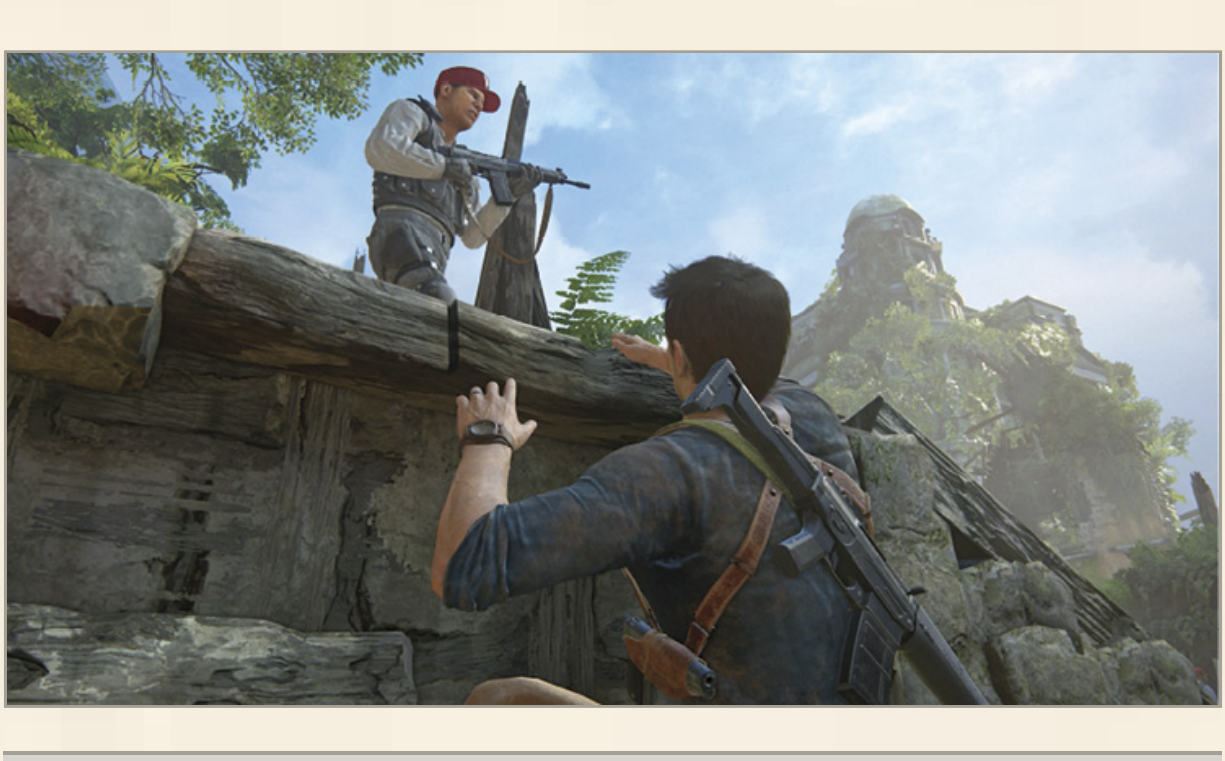
The Swinging Reach

Nate also raises his arms while swinging from the grapple rope to indicate when the destination ledge or grip point is within safe landing range. It's safe to jump from the grapple rope when you see Nate reaching at the end of a swing.



The Takedown Reach

Nathan's arm slightly raises when you can perform a stealthy takedown attack □ on an enemy while Nathan is unnoticed. You could be behind a wall, in tall grass, crouched behind a low crate, or hanging on a ledge below the enemy to perform this takedown move. If nobody sees you do this, you remain in stealth. If the discarded body lands in view of another enemy, your stealth is compromised.



THE DROP

Sometimes you must go backward to eventually continue forward. To drop down to the nearest grip below, simply tilt down on the left stick. Sometimes a stronger command is needed to confirm your desire to drop. Tapping once on ○ releases Nate's grip. Nate will automatically grasp an existing ledge or any grip point below (within a reasonable distance). Tapping ○ while standing near the edge of a surface commands Nate to step off that edge and quickly grasp and hang onto the edge of that surface. Holding ○ commands Nate to ignore grip areas below. This should only be done in special circumstances; dropping from great distances is often deadly. When an enemy is below you, pressing ○ executes a Drop Tackle, killing the enemy instantly.

JUMPING & VAULTING

Press ✕ to command Nate to jump. ✕ is also used to initiate most climbs (whether it's a ladder, rope, or pipe). ✕ is also used at the end of a climb to pull up to the surface or enter a building through a window.

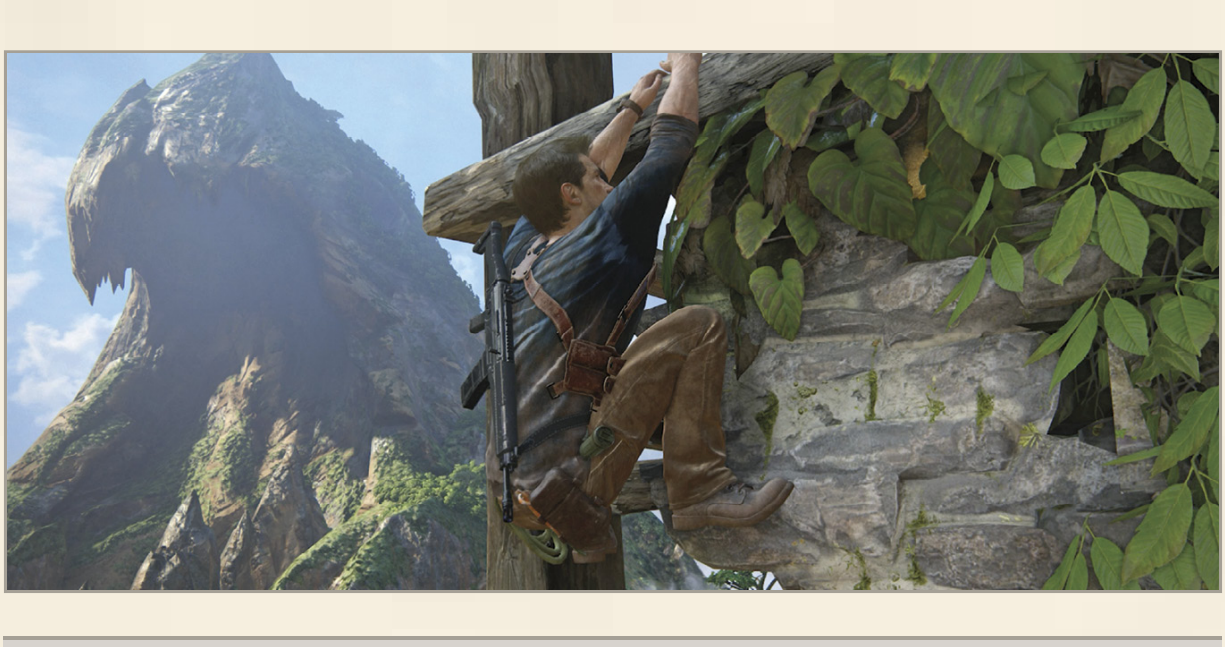
When you walk or run and add in a jump command, Nate hops over gaps or runs and leaps over great expanses. To reach the destination ledge (or grip point), press the Jump button at the last possible moment when Nate's feet are leaving the edge of the first surface. Sometimes the gaps look impossible to overcome, but Nate often lands on his feet, grasps the edge of the surface, or finds a grip point just below the edge. Or in some cases you're prompted to throw the grappling hook to swing to the next ledge.

Nathan can also vault over small objects while running. This is executed by timing your jump just before reaching the short object. When performed correctly, Nate will not break his stride as he hops over the object, which is useful when running from danger or moving in for the kill.

You can also vault over low objects used for cover. Simply, tilt the left stick forward and press ✕ to quickly slide over the top of the object.

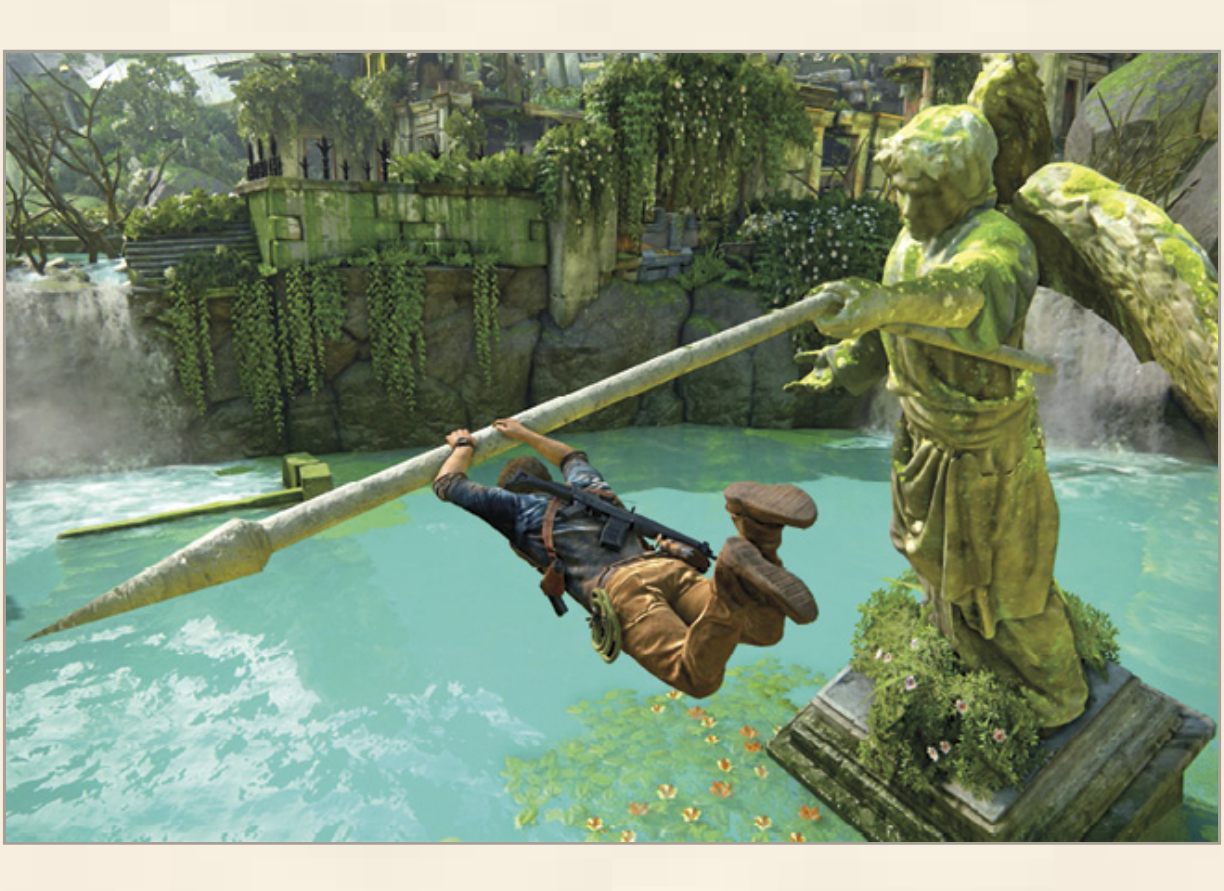
THE SHIMMY

A shimmy is the hand-over-hand movement Nathan performs when he's gripping a ledge. This is done by simply tilting the left stick to the left or right (depending on camera placement). There's also an on-foot shimmy. This happens when the ledge is large enough to stand on, but too narrow to walk with your feet side by side. Nate hugs the nearby wall or cliff face and shimmies left or right using the same controls.



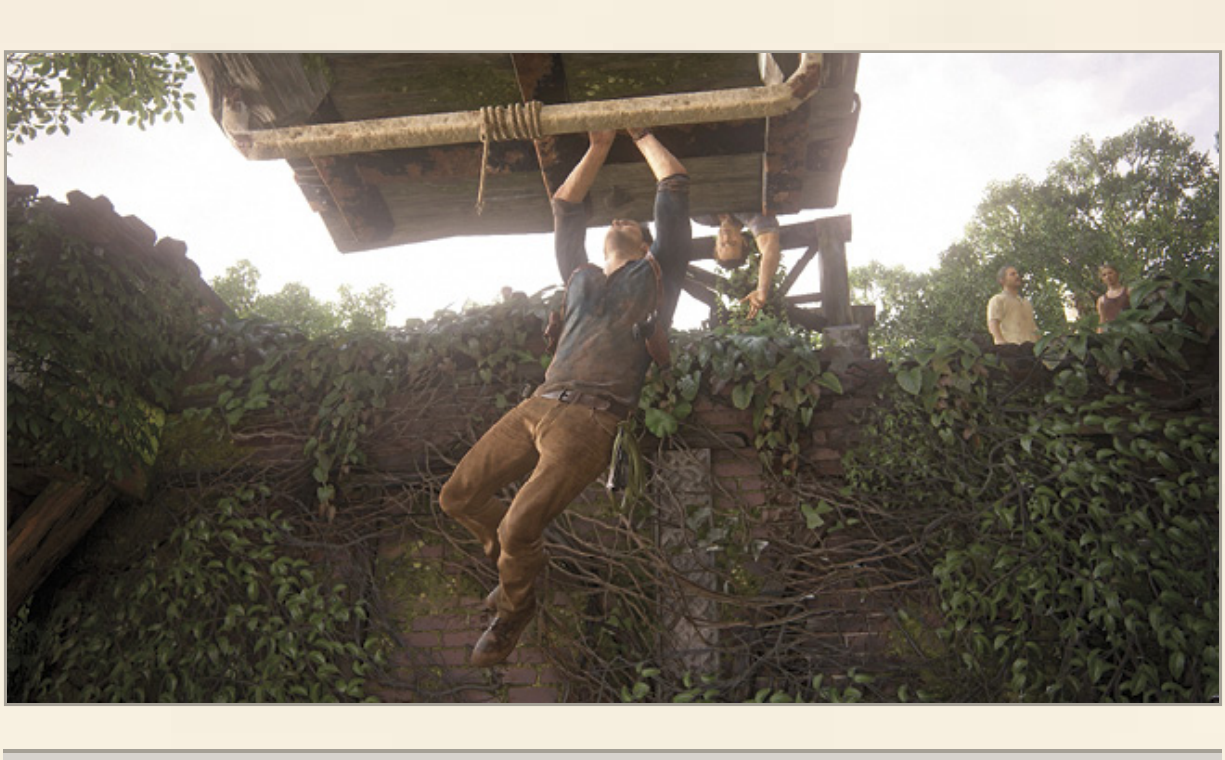
SWINGING

When you find yourself hanging from a pole, you can either continue shimmying to an adjacent pole or you can swing and release to your destination. While gripping a pole with your hands, tilt the left stick in the desired direction. You do not need to swing back and forth with the control stick—this is actually counterintuitive. Simply tilt forward to swing Nate back and forth. As soon as you reach full swing, release from the pole using the Jump button.



Position Switch While Hanging

Sometimes a position switch is required while hanging from a pole. This means that the direction you are facing when you initially latch onto the pole is the opposite direction you need to be facing. To flip positions and face the opposite direction while hanging onto a pole, either position the camera so that you see Nathan's face and tilt the left stick forward, or just tilt the left stick back or downward without adjusting the camera. It's the opposite of the swing command.

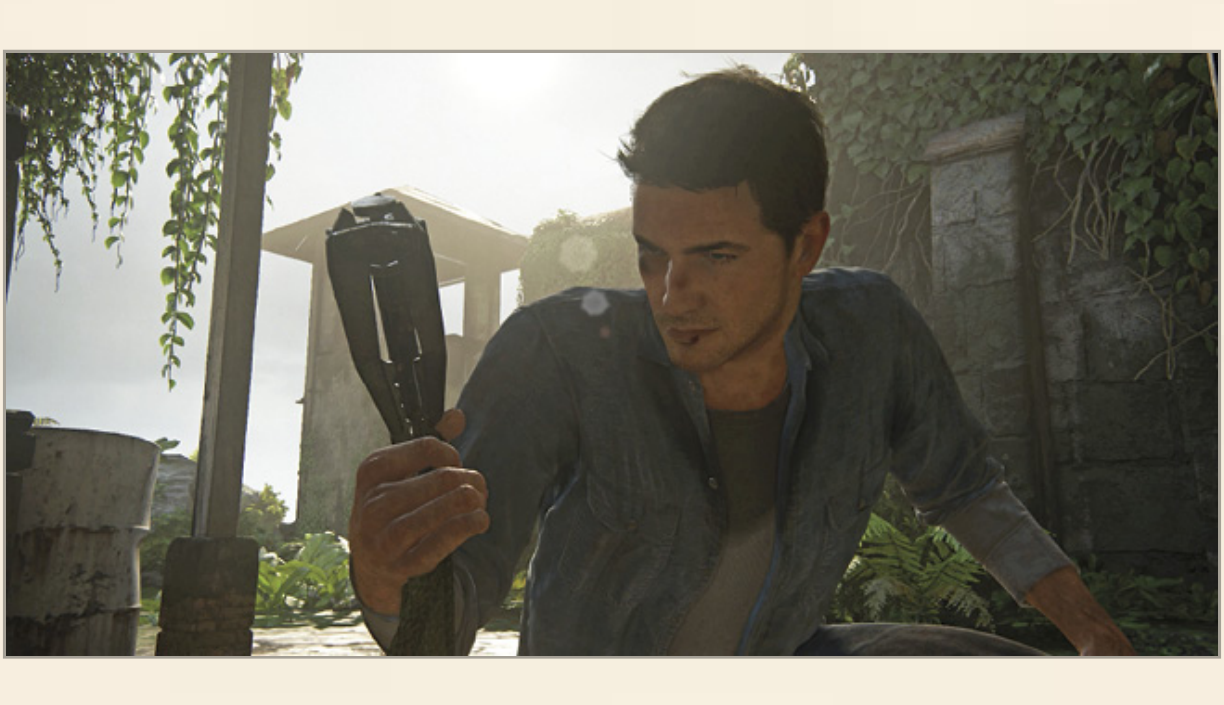


GRAPPLE

Sam introduces Nathan to the grapple rope at a very early age and, as years have passed, the brothers have become extremely familiar with the hook and rope. You could say they have become master-grapplers. The grapple rope has multiple uses. It can be used to pull objects into new locations, or it can be used as a means to overcome colossal gaps in your path that would otherwise be impossible to traverse. In Multiplayer mode, the grapple hook can actually be used as a blunt melee weapon.

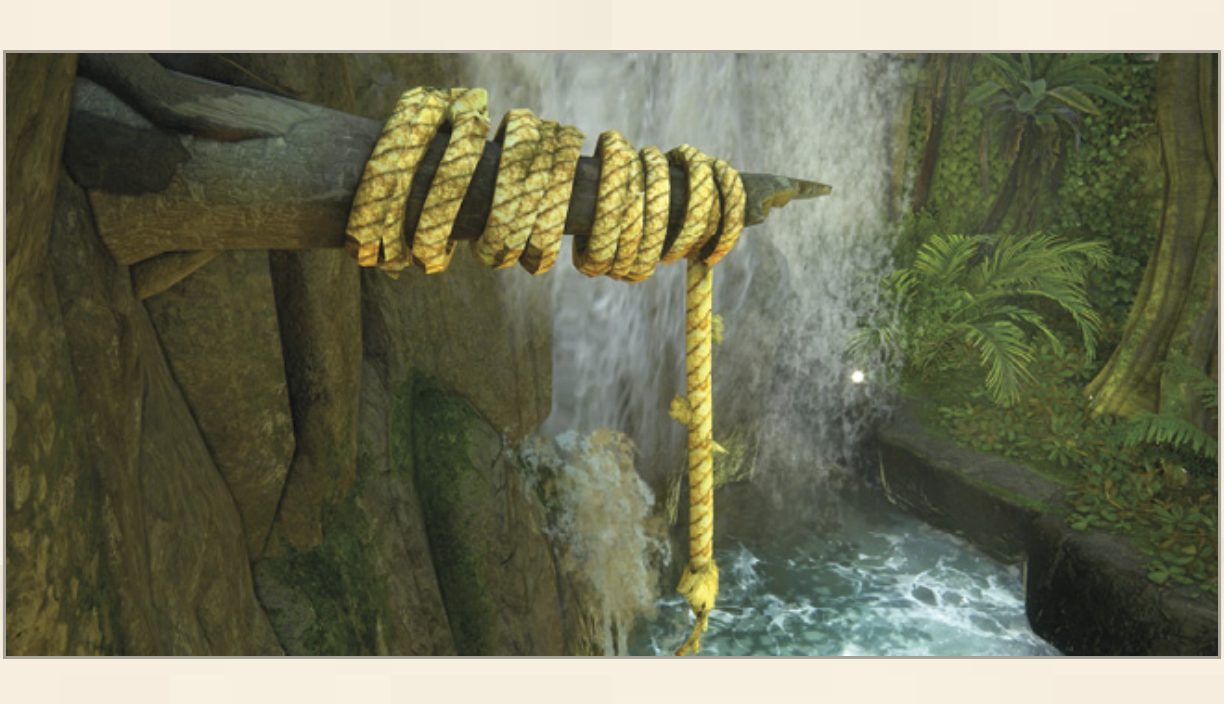
Grapple Rope Hooking

Locations that can be hooked with a grapple rope all have a small amount of rope wrapped around them with a strand hanging from the end of a knot. These grapple hook locations are also identified with a grapple hook icon. When you are within range of hooking a grapple location, the grapple icon changes to the interact icon, which identifies the command to perform the grapple hook throw. In some instances, you first hook the rope to the grapple location while on foot and then leap over a nearby ledge to perform the swinging challenge.



Grapple Rope Swinging

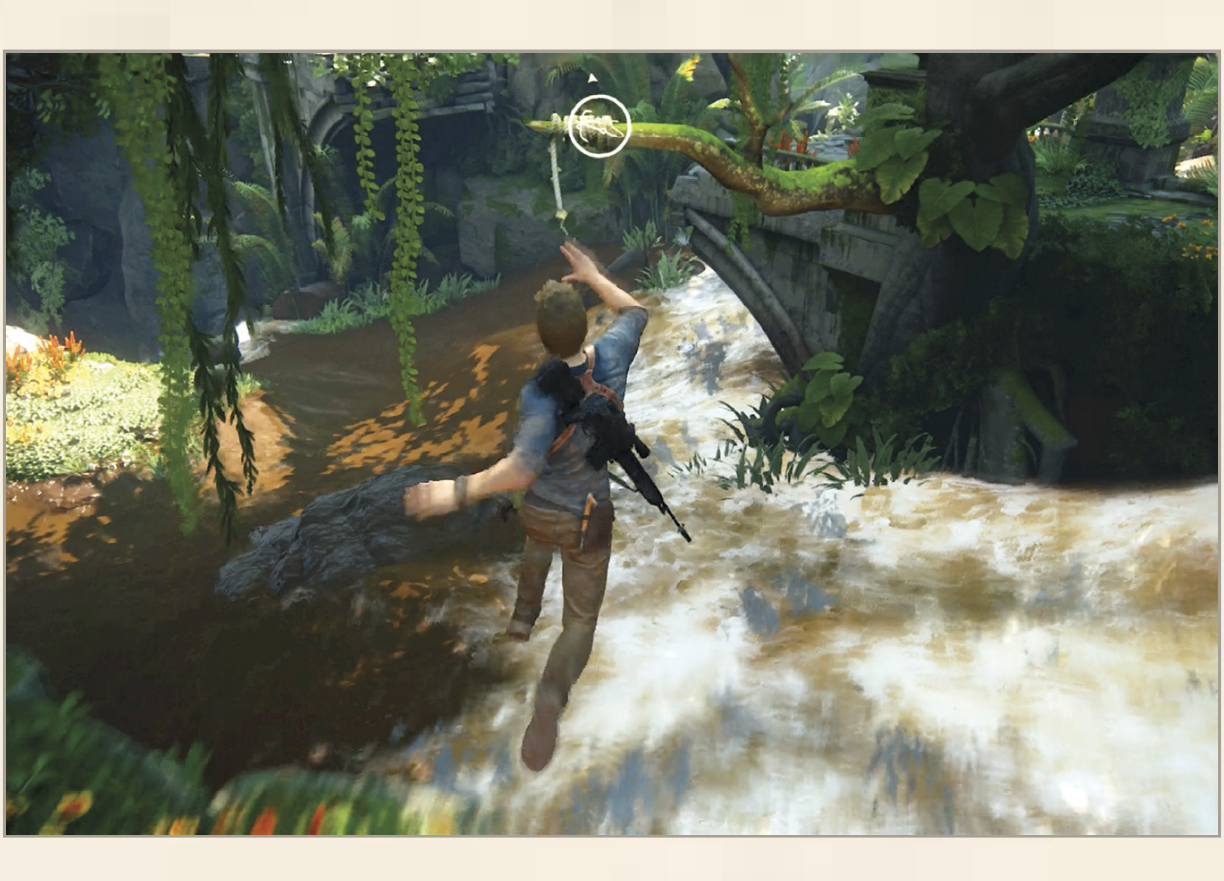
You can often hook to a grapple location while your feet are still on the ground. You can also opt to leap off a ledge first and then throw your rope to attach to the grapple location. However, if you wait too long to throw the grapple, you'll fall out of the hook's range and likely plummet to your death.



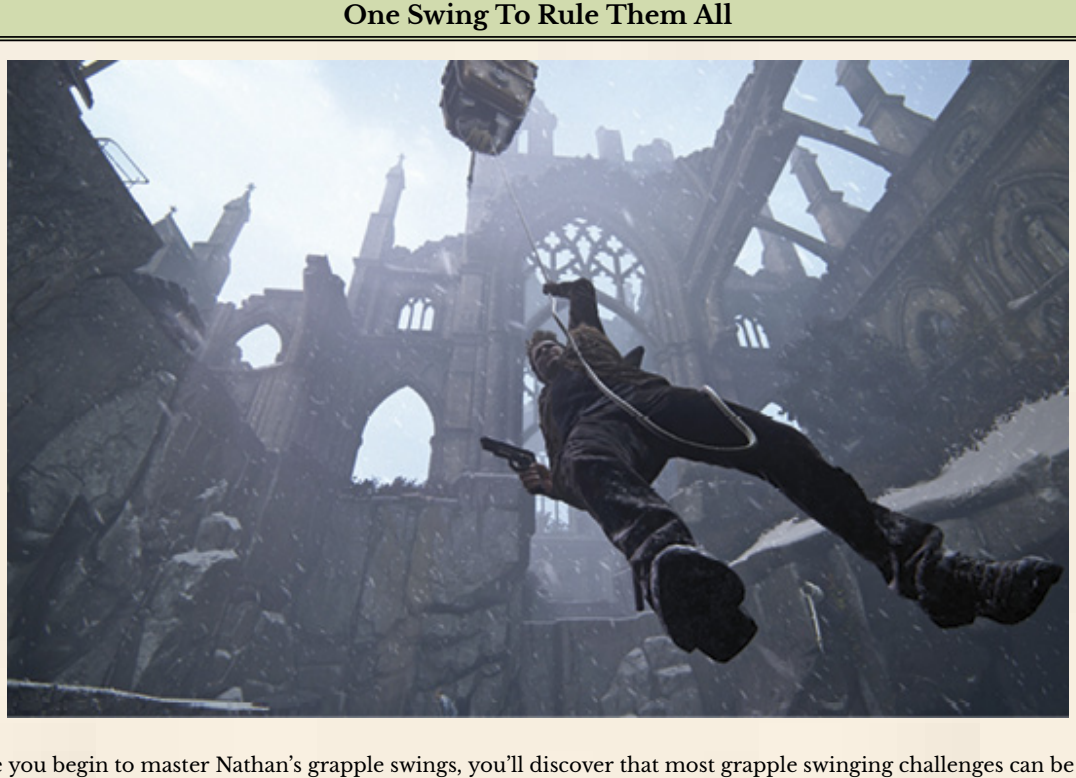
Shooting While Rope Swinging

You can throw grenades and shoot pistols and long guns while swinging from a rope. You can even use a scope while hanging onto a rope!

Once you are attached, swinging from a grapple rope is similar to swinging from a pole but with one huge difference: When grapple rope swinging, pulling back on the left stick actually shifts your weight back to create a bigger swing arc. You get the most powerful, longest swing when you run and jump off a cliff and then attach the grapple rope. In many grapple locations, one forward swing is all that is needed to reach your destination.



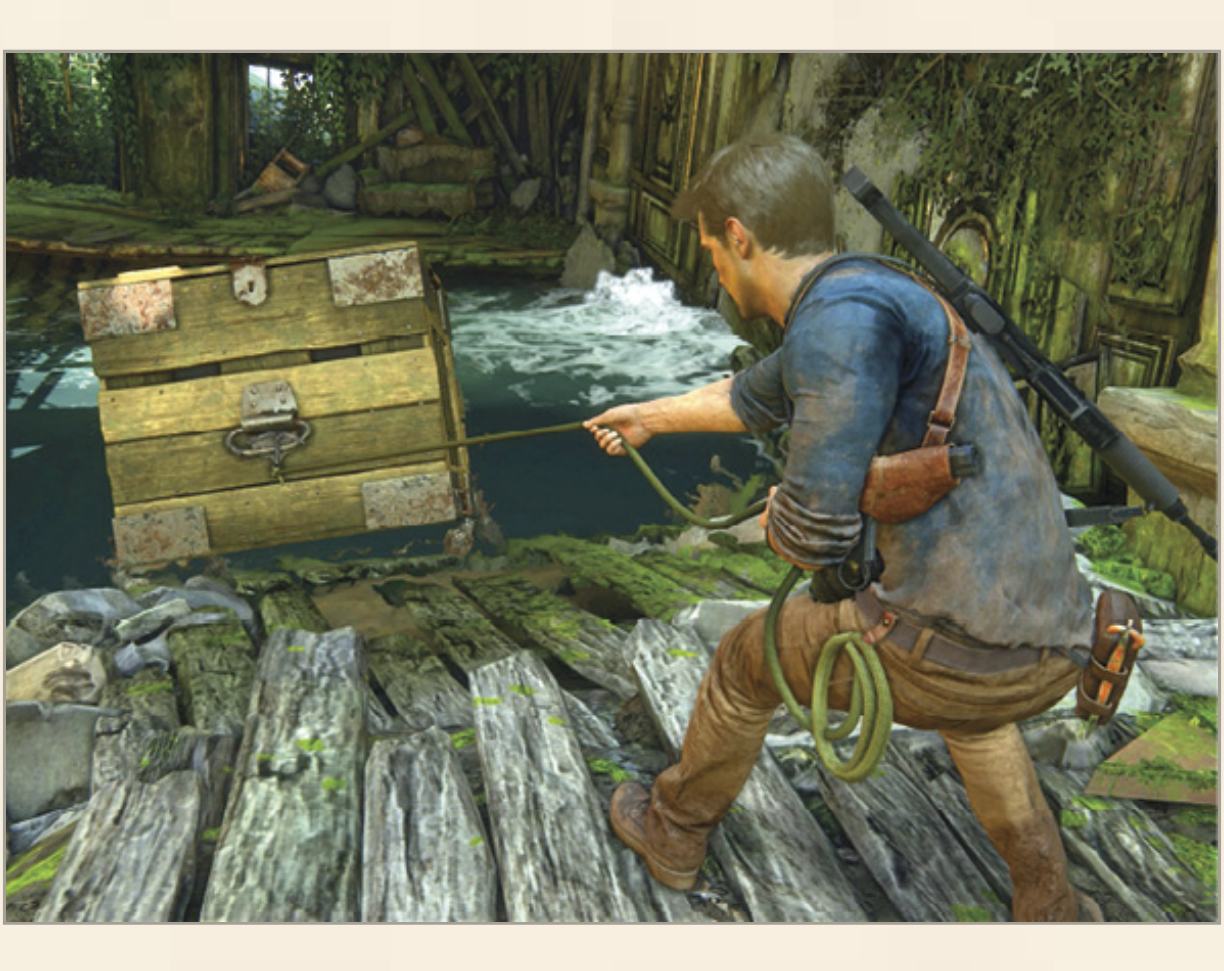
One Swing To Rule Them All



Once you begin to master Nathan's grapple swings, you'll discover that most grapple swinging challenges can be executed with only one forward swinging motion. Executed with good forward momentum, there is enough strength available from a jump and swing to reach your destination during the first swing. If you see Nate's hand reach out for the destination, you can release from the rope at that moment and reach that destination ledge or grip point. This is extremely good news for those participating in the Speedrun. This does not apply to grapple challenges that require you to climb up or slide down the rope before you swing, or those that require a big directional change while hanging from the rope.

Grapple Rope Reeling

The grapple hook can also be used to pull crates into strategic locations, allowing you to reach otherwise unreachable heights. The grapple icon appears on the portable crate when you approach it; when you move within throwing range, the icon changes to identify the command needed to perform the grapple attachment. In most cases, once the rope is attached, you simply need to hold **L1** to reel the rope in; thus moving the crate closer to you. Sometimes the crate doesn't move as far as needed. In this case, you must move the crate with your hands using △. This button can be released as you move the box around using normal directional commands with the left stick. Sometimes moving a crate with your hands will be the only option.



Rope Climbing & Shooting

Besides swinging and pulling things with the grapple rope, it's sometimes useful to climb higher on the rope than where you originally latched onto it. To do this, press and hold **L1** and tilt the left stick forward to climb up and backward to slide down the rope.

It is also possible to hold the rope with one hand while using weapons with the other. Unlike ledge hanging, you also have access to your rifle weapon slot while on the rope. Basically, there are no weapon restrictions when on a rope.

Releasing The Grapple Rope

Press ○ to detach the rope while your feet are on the ground. Or simply jump from the rope to a surface or grip point and the rope will automatically retract.

SLIDING

During your adventure, you will encounter many surfaces where you lose your footing and then begin to slide. As you slide, you have some directional control. This is all done by shifting your weight left or right using the left stick. Sometimes it is not necessary to steer your slide, but others it is a matter of life and death. Many slide surfaces end with a drop. When this is encountered, simply jump at the end and either hook your grapple to a grapple location or jump to the nearest ledge or grip point. Your slide speed is increased by three times when playing in Crushing mode.

SWIMMING

Nathan automatically treads water when it's over his head. Tilt the left stick to control your swimming direction. Press ○ to submerge and continue to hold it to dive deeper. Press ✕ to swim upward to the surface. When using the left stick to swim underwater, the camera control also plays a role in the direction you swim. If you point the camera toward the surface of the water, you swim in that direction (upwards); the same can be done if you hold ✕ while swimming forward. This is also true for swimming downward and using ○ or the down camera angle.

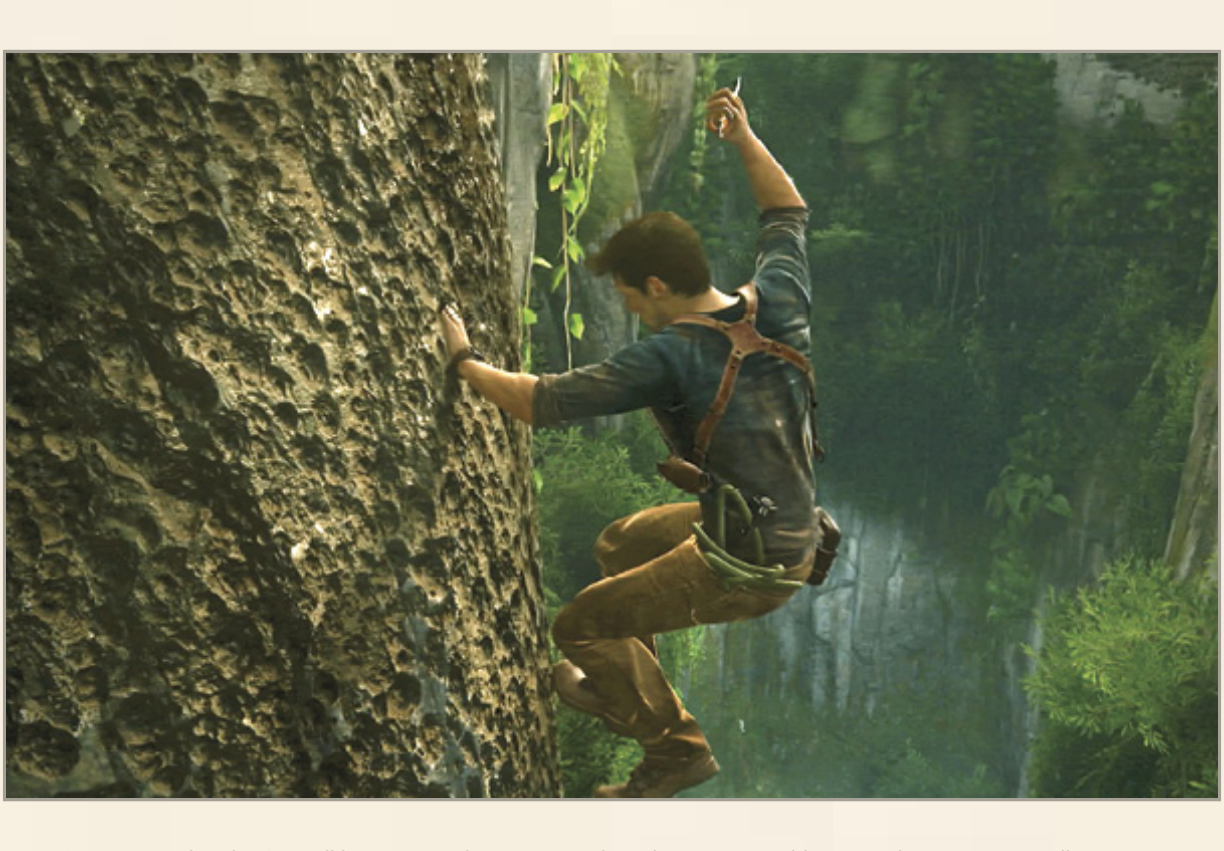
You can only hold your breath for a limited time (unless you are equipped with an air tank). Forty seconds is about the maximum amount of time you should spend underwater before considering coming up for air. The screen starts going dark blue as you run out of oxygen. The controller begins to shake in rhythm with the sound of your increasingly loud heartbeat. This is an indication it's time to surface for a breather. After 42 seconds underwater you drown.

WATER GUN

You can draw and fire your handgun while treading water.

PITON CLIMBING

The piton is found stuck in the side of a canyon wall during one of your rock climbing adventures. This metal spike tool (pronounced, Pee-Ton) is to give you a manmade grip point in the side of a cliff. The areas where a piton can be used are identifiable by their porous surface; it looks like an area where many climbers using pitons have pierced the rock before. Reach as far out onto the penetrable porous surface as you can and then press □ to bury the spike into the canyon wall. Then it becomes like a grip point that you can pull yourself up to and then reach the next grip point.



Sometimes your only salvation will be jamming the piton into the side of a penetrable area to keep you from falling to your death. Press ○ if you need to release the piton's grip on a canyon wall and drop yourself to a lower grip point.

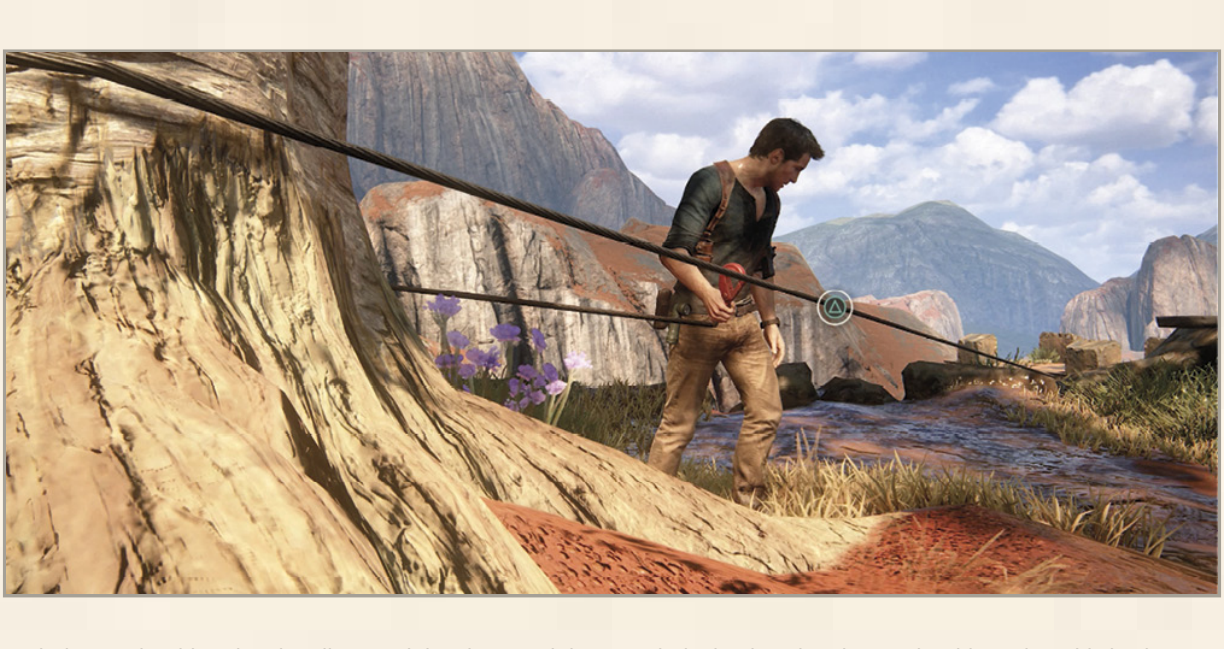
USING VEHICLES

4x4

Enter and exit vehicles by pressing △. This can be done while walking, running, or even jumping toward the vehicle. You can honk the horn using the Touch Pad and steer the vehicle using the left stick. Accelerate using **R2**, brake and reverse using **L2**, and apply the handbrake by pressing □. Center the camera behind your vehicle by pressing **R3**. Burnout by holding □ + **R2** and then releasing the handbrake. Do donuts by holding the handbrake while accelerating and then turning the steering wheel left or right. The 4x4 is an all terrain vehicle that goes through waist-high water and climbs muddy, slippery slopes. The vehicle holds up to three occupants and no insurance is required.

WINCH

The winch is mounted to the front of the 4x4. When it can be used, a winch icon appears on the large, red metal hook on the front bumper. Walk up to it and press △ to pull the hook off the bumper and extend the metal cable. When you walk away with the winch hook in your hand, it unwinds the metal cable from the winch gear on the 4x4. A winch icon is also used to identify objects that the winch cable can be wrapped around.

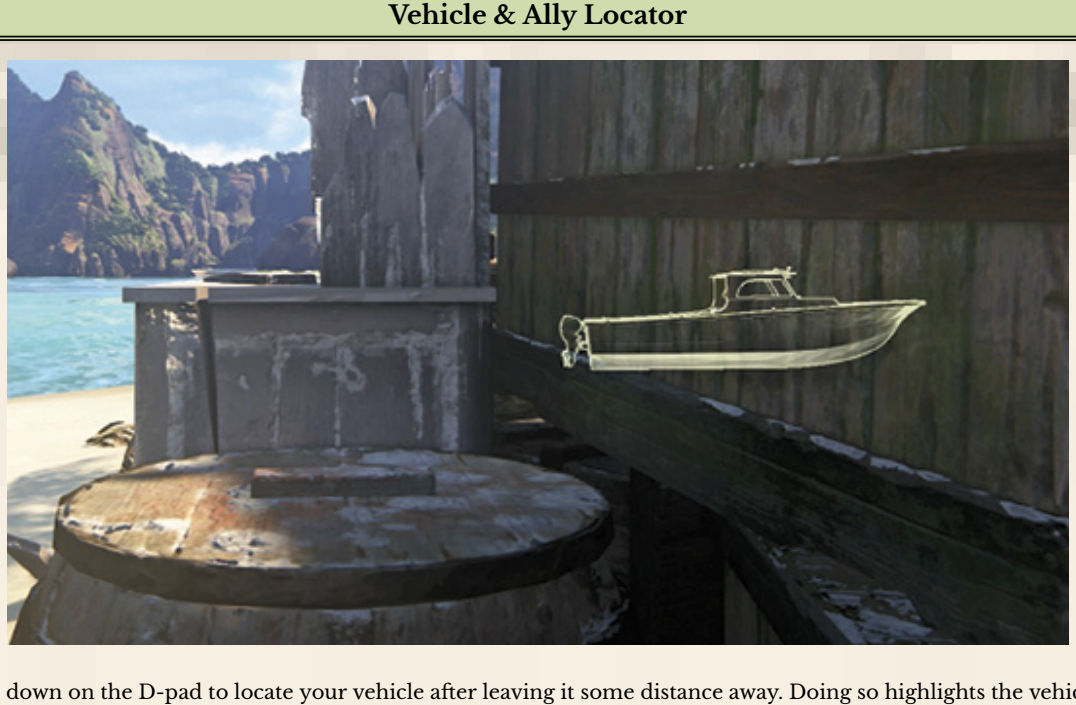


With the winch cable in hand, walk around the object and then attach the hook end of the winch cable to the cable leading to the 4x4 and secure the hook by pressing △ where prompted along the cable. Now that you have a loop around the object, you can pull the vehicle up to the attached object or drive backwards to pull an object toward you. Most of the time, you must unhook the winch loop before driving off. Approach the winch loop and press △ where prompted on the cable loop. Press ○ to let go of the winch hook and allow it to automatically reel back on the winch.

Boat

Press △ when near the boat's steering wheel to take control of the navigation. Accelerate using **R2**, and slow down by putting the engines in reverse using **L2**. Continue to hold **L2** after stopping to move in reverse. When you are swimming, press ✕ to latch onto the side of the boat.

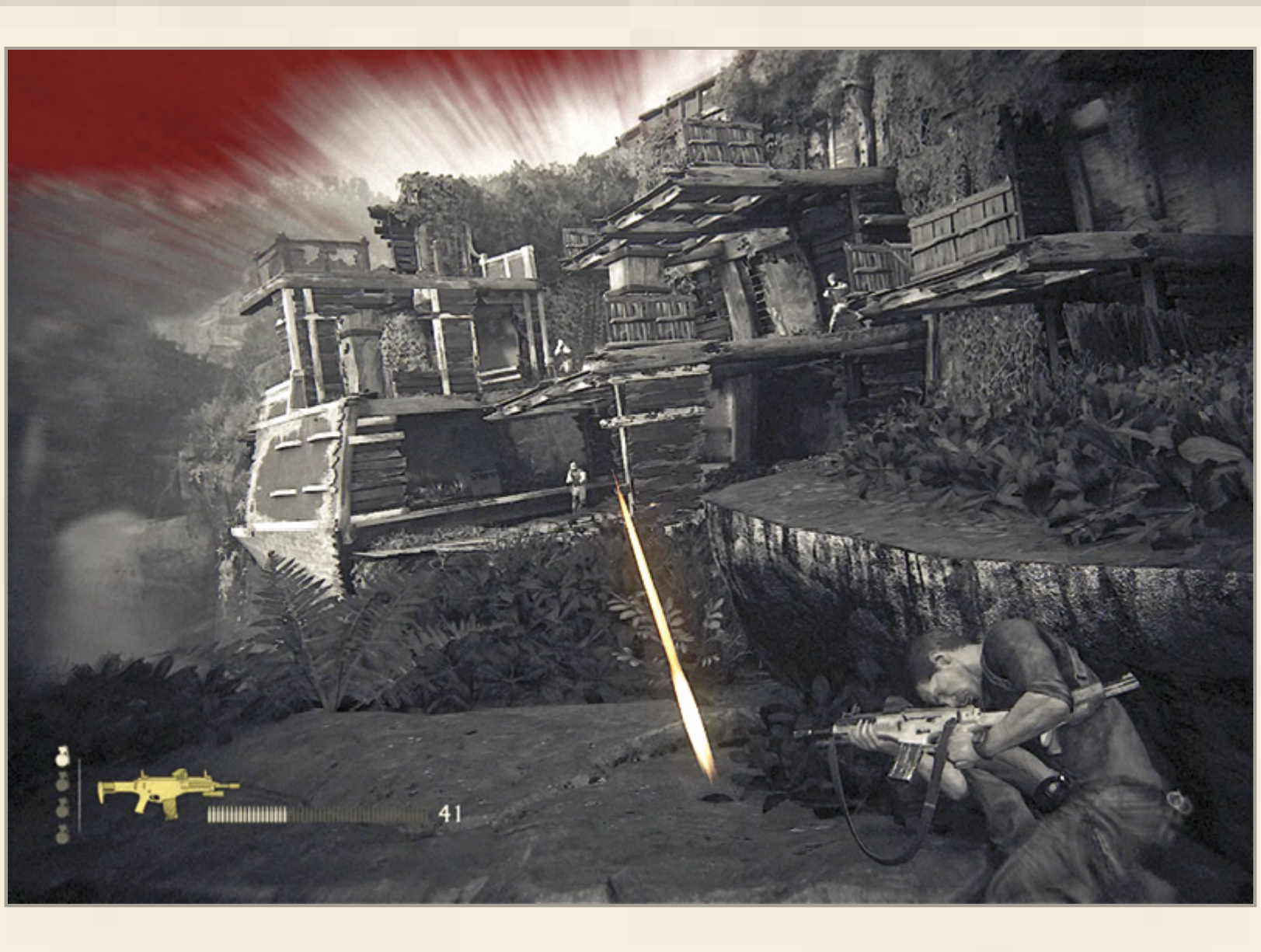
Vehicle & Ally Locator



Press down on the D-pad to locate your vehicle after leaving it some distance away. Doing so highlights the vehicle with a glowing white outline, which can be seen at great distances and through objects. When there is no vehicle, this feature also works to locate your ally (if one is supposed to be with you).

DAMAGE INDICATOR

Damage received during battle is displayed with varying amounts of red bloodstains on the screen's edges. The amount of damage you can withstand before dying (and the speed at which you recover) is completely dependent on the difficulty level setting—the harder the setting the quicker you reach a critical damage level and the longer it takes to recover from that damage. To recover from damage, simply take cover and avoid conflict until the blood clears from the screen. If you're in a chokehold, free yourself with repeated taps on △.



MELEE

When unarmed, Nate attacks with his fists. If the opponent is armed, Nate disarms the opponent and takes the weapon. If melee is continued with a weapon in hand, the weapon is used as a blunt melee object making your attack even more damaging.

Move List

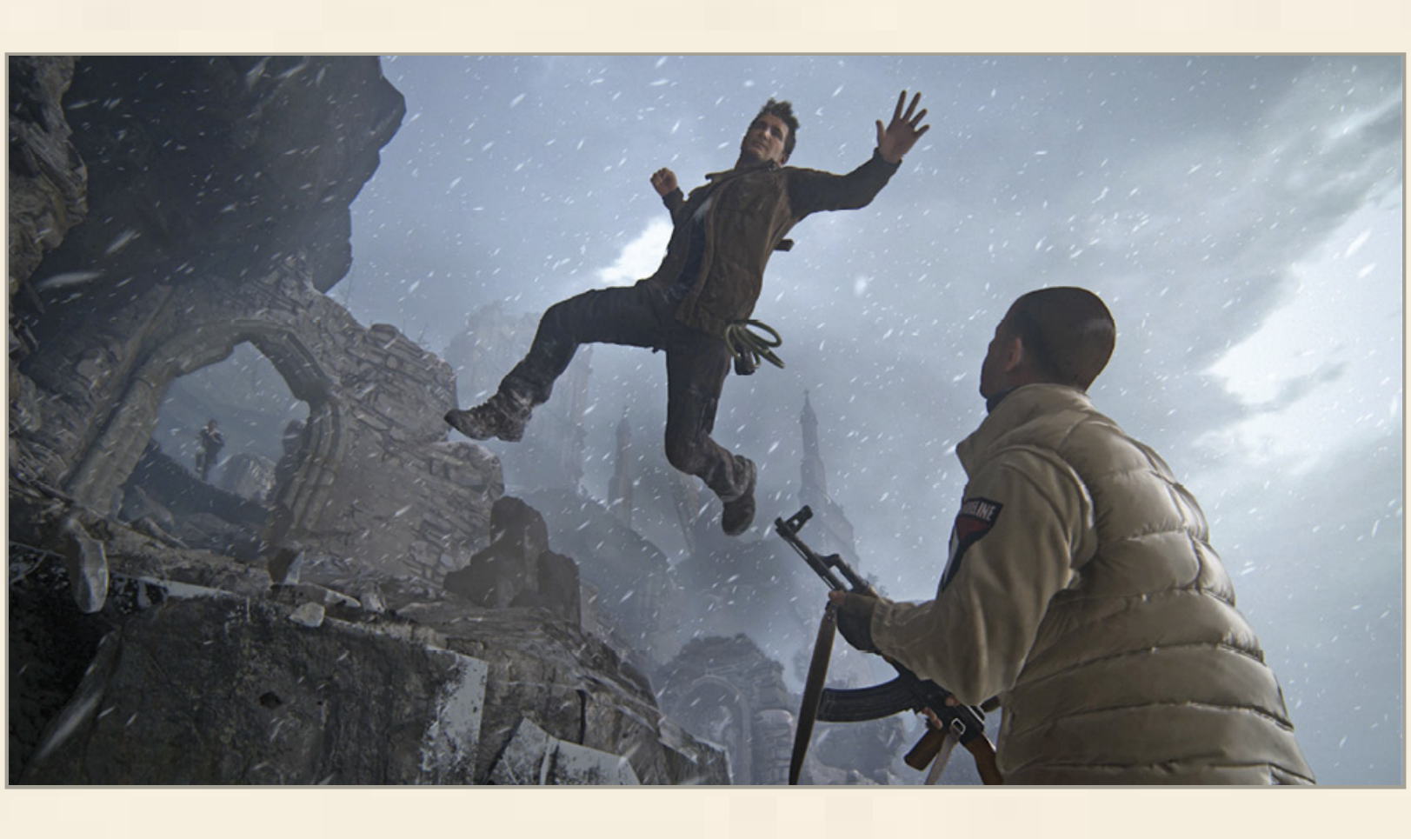
Move	Command
Attack (Punch)	□ (Repeat for combo)
Evade (Roll)	○ **+ left stick**
Escape Enemy Hold	Tap △
Vertical Takedown (Drop Attack)	✕/L (Land on an enemy from above)
Stealth Take Down	□ (Must be unseen by enemy you are attacking)
Pull Down/Melee From Cover/Kick	□ (From cover or hanging from a ledge; kick occurs if the enemy is standing next to the edge of a drop)

Evade

For most typical enemy encounters, you should work this move into your fighting technique. Performing a rolling evade (○ + **left stick**) not only allows you to dodge a blow, but it also allows you to get behind your opponent, which puts you in an instant stance advantage. Follow a roll with an immediate attack. Or use a roll to get clear of an area and seek cover.

Vertical Takedown

This attack is typically performed while hanging from a higher ledge, jumping out of a window or from a higher platform, swinging from a pole, or even swinging from the grapple rope. Unless the enemy is a helmet-wearing Brute, the vertical takedown is an instant fatality. You do not need to be in stealth mode to perform this attack—the enemy can be well aware of your presence at the time of the vertical takedown.



STEALTH

In order to understand and benefit from stealth, it's important to understand enemy awareness.

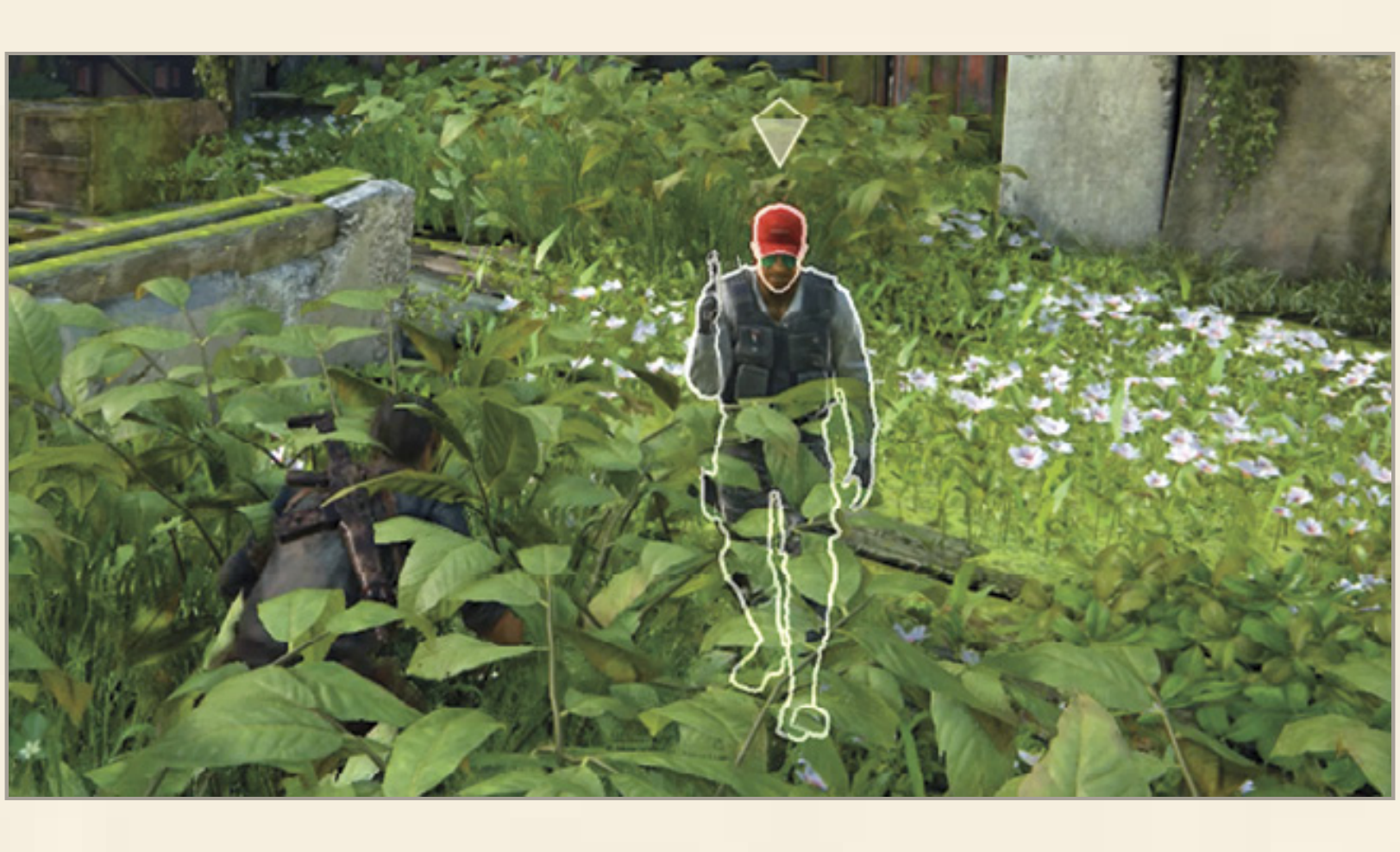
Enemy Awareness

THREAT INDICATOR

There are three stages of enemy awareness, each symbolized with a uniquely colored, diamond-shaped, threat indicator above the enemy's head. If no threat indicator is seen above the enemy, you are either in full stealth mode (the enemy does not know you are in the area) or you are in full combat and your cover is blown and a battle is occurring.

White

Awareness indicators and outlines around enemies glow **White**. The indicator fills progressively as their perception is increased.



- The enemy outline glow disappears once you've panned the camera to get the enemy on-screen. This glow continues as long as the enemy is off-screen.
- A brief period of time exists between enemies being certain they have seen you and them spreading the information to the group. You can prevent this spread of information by taking out the enemy during this brief period.

ENEMY BEHAVIORS PER DIFFICULTY SETTING

Enemy awareness is dependent on game difficulty setting. Enemies can see further and react more quickly the higher the difficulty. Getting to cover more quickly to retain stealth in higher difficulty settings is imperative. Enemy threat indicators also fill more quickly and take longer to drain in higher difficulty settings

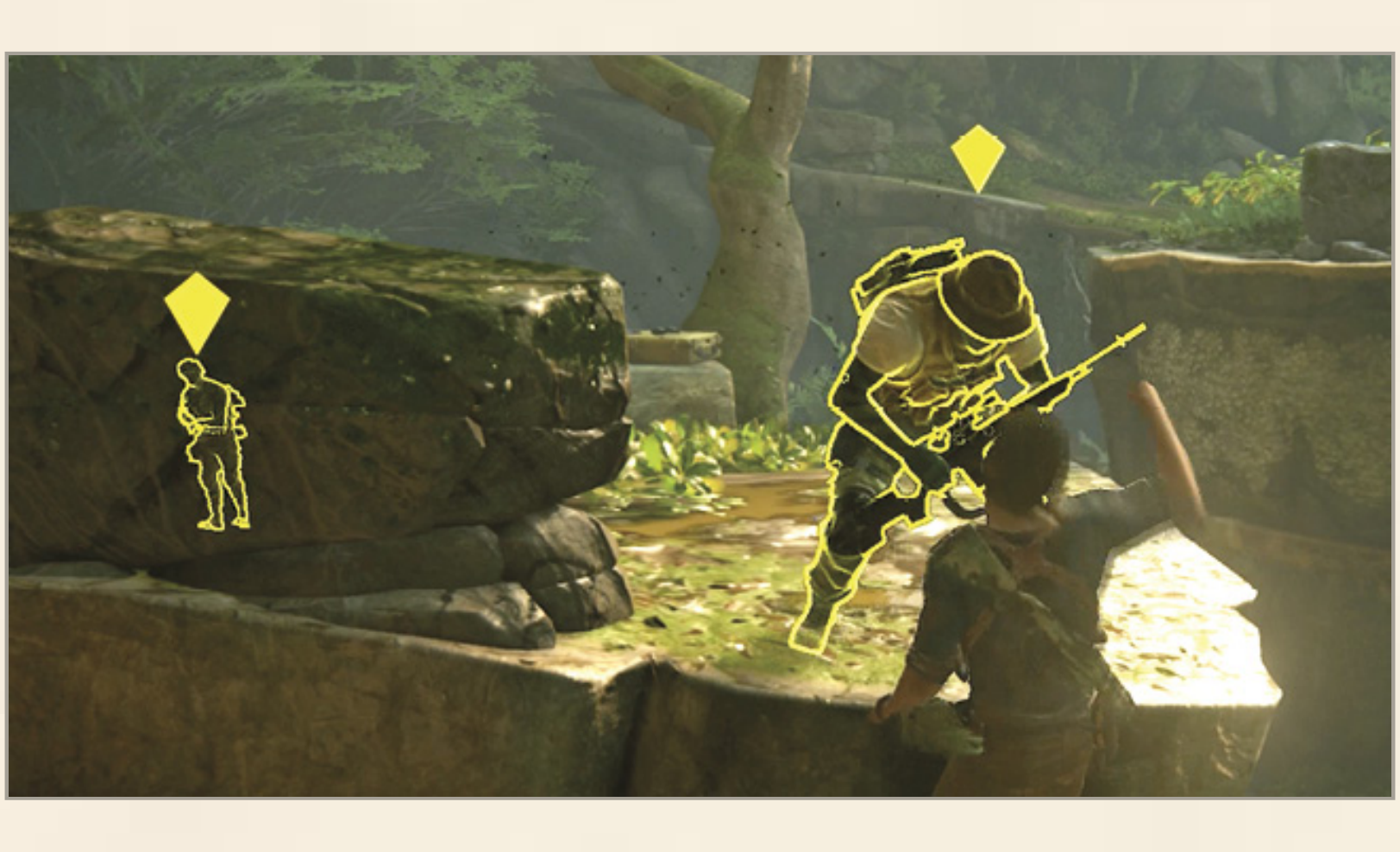
ENEMY INVESTIGATION

When enemies begin investigating they enter yellow and then orange alert status. If they think they see you, they leave their route and come toward you. If they see a dead body, they will begin searching the area. The enemy that sees the dead body is the investigator, and if there is another enemy nearby, that enemy becomes the watcher. Depending on the difficulty, these enemies begin an aggressive investigation.

Threat Indicator Color	Enemy Awareness	Enemy Action Taken If Indicator Fills	Return To Stealth Tip
White	Suspicious	Stops patrolling to watch closely	Stop and get to cover to avoid a full white meter
Yellow	Investigating: a dead enemy has been spotted or they think they saw you	Initiates search patrol route and can make vocal warnings to nearby enemies, putting them on a yellow threat level	Stop and get to cover to stay in stealth or quickly and stealthily take out the investigating enemy
Orange	Full battle engagement: enemies alert other nearby enemies of your presence	Initiates attacks and alerts all enemies in the vicinity that you have been spotted	Stealth has ended; if spotted, either fight or run

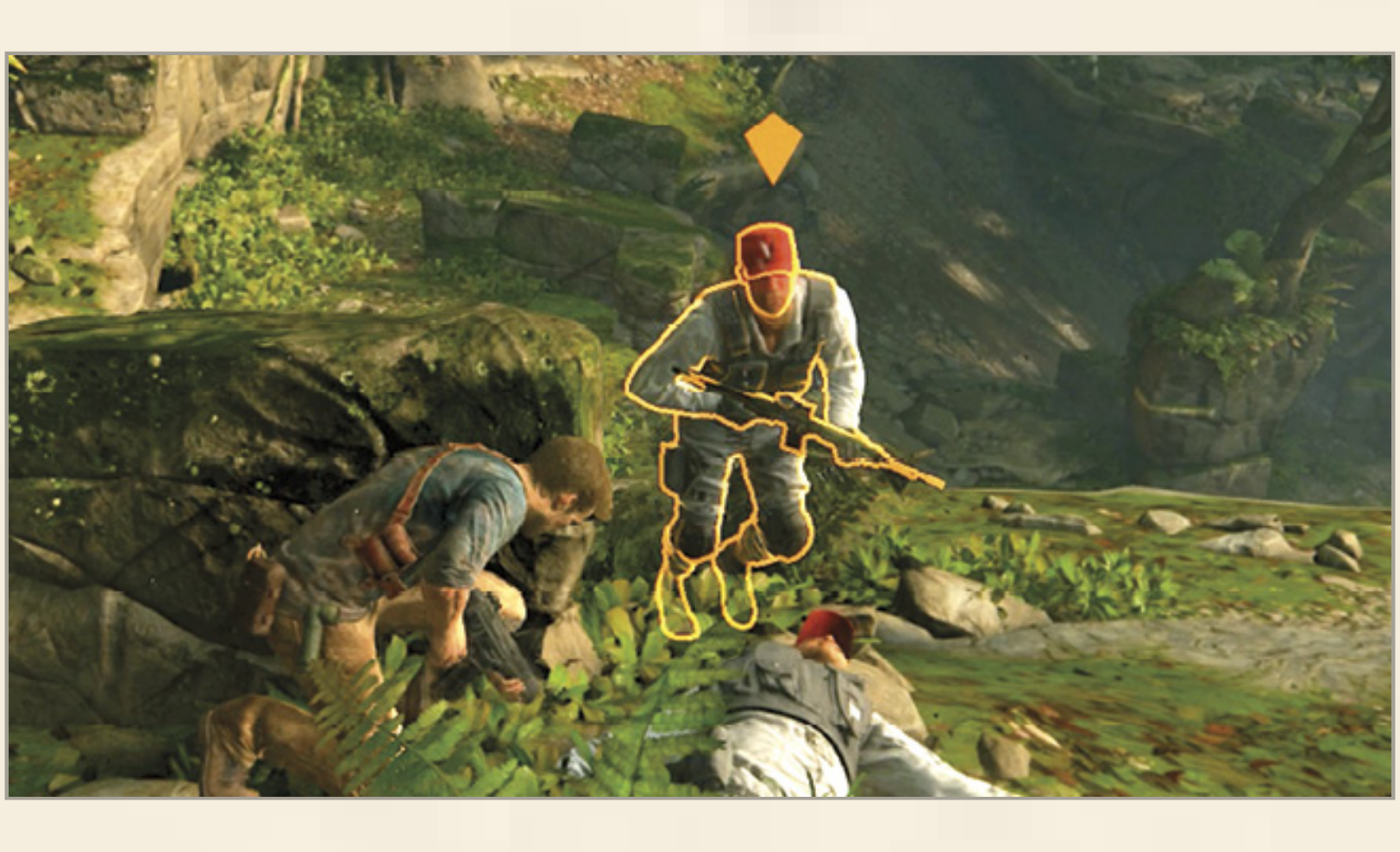
Yellow

Once the enemy begins to investigate a situation, the indicators and outline glow change to **Yellow**.

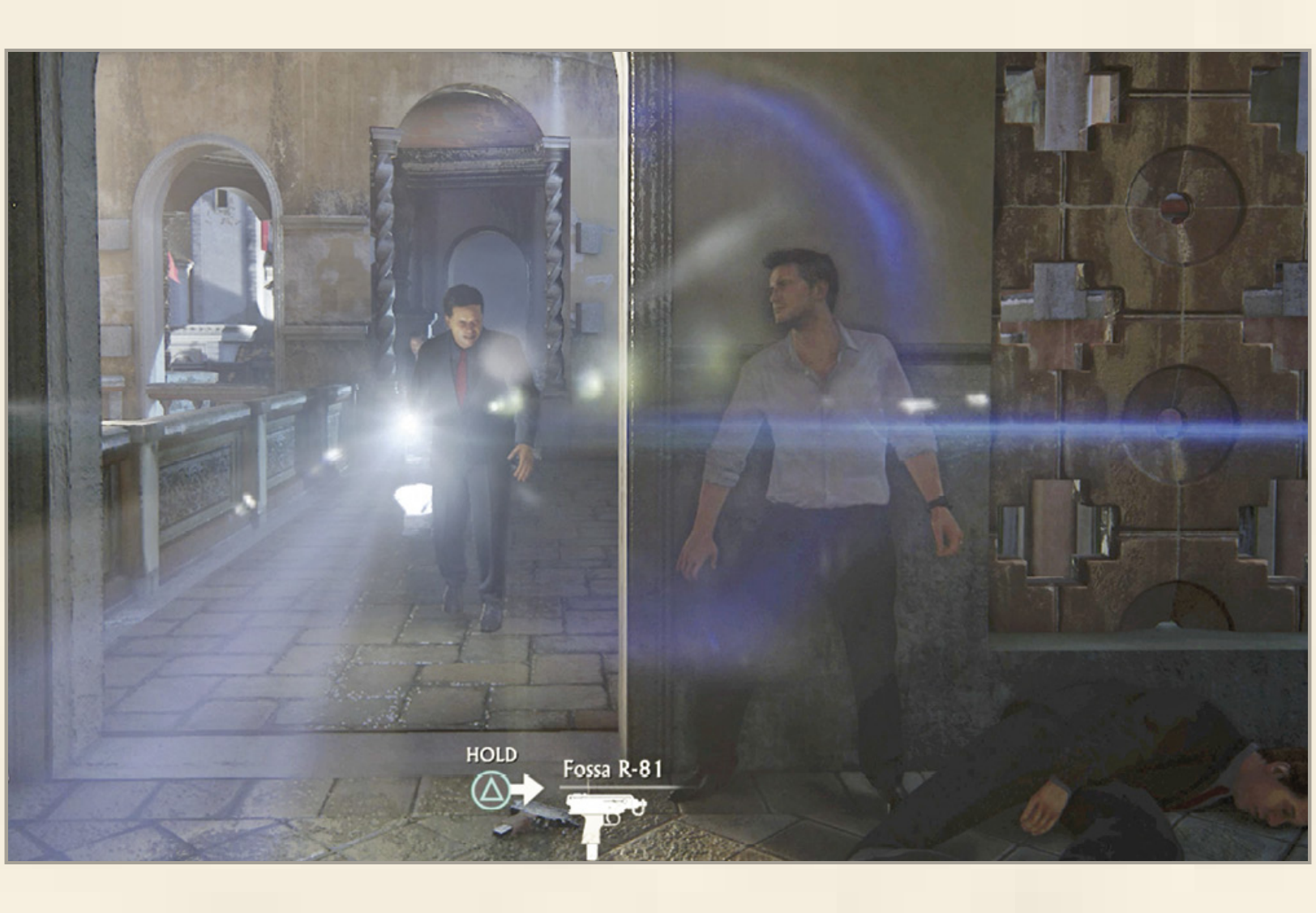


Orange

Once an enemy is certain he has eyes on you, and spreads the knowledge to the rest of the enemy group, the indicators and their outline glow turn **Orange**.

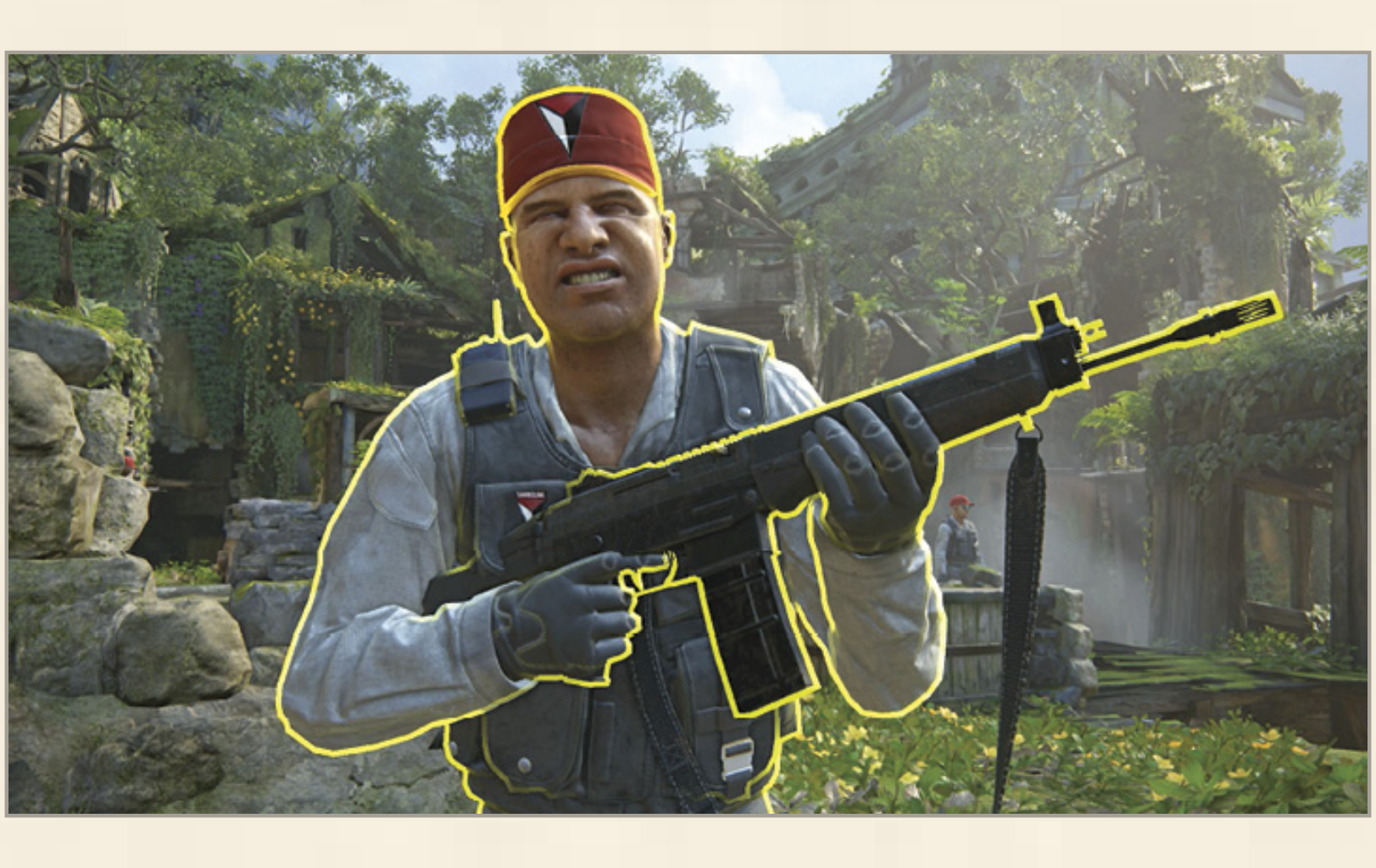


During an investigation, if you stealth-kill any paired investigator or watcher, the surviving enemy partner will come looking for the guy you just killed. Stealth-killing an enemy that is communicating to others will make the nearest enemy come investigate the fallen comrade.

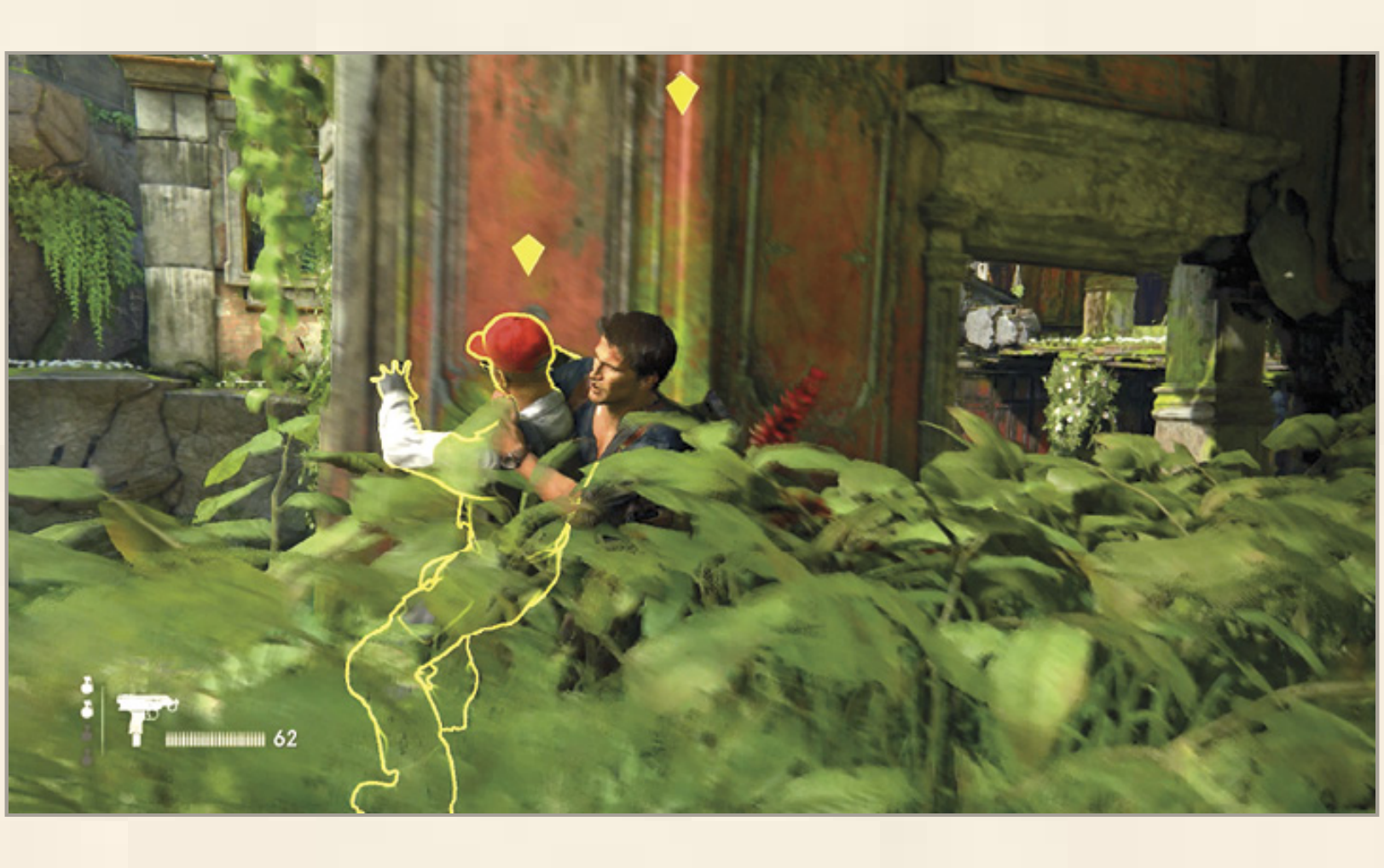


AGGRESSIVE INVESTIGATION

When an enemy is aggressive during an investigation, you can expect him to move faster and get closer to uncover the distraction. The aggressive investigator has enhanced vision. This enemy will see you up to 6 meters away, even if you are hidden in tall grass. And they will also see you behind typical cover up to 18 meters away. To resume stealth in this situation, get far away from the area and into cover. Hanging over a ledge, out of sight at a great distance is typically the best solution.



In Explorer or Light difficulty modes, the enemy never enters an aggressive investigative state. In Hard difficulty, an enemy gets aggressive within 10 seconds after finishing an investigation. In Crushing difficulty, an enemy is always aggressive.

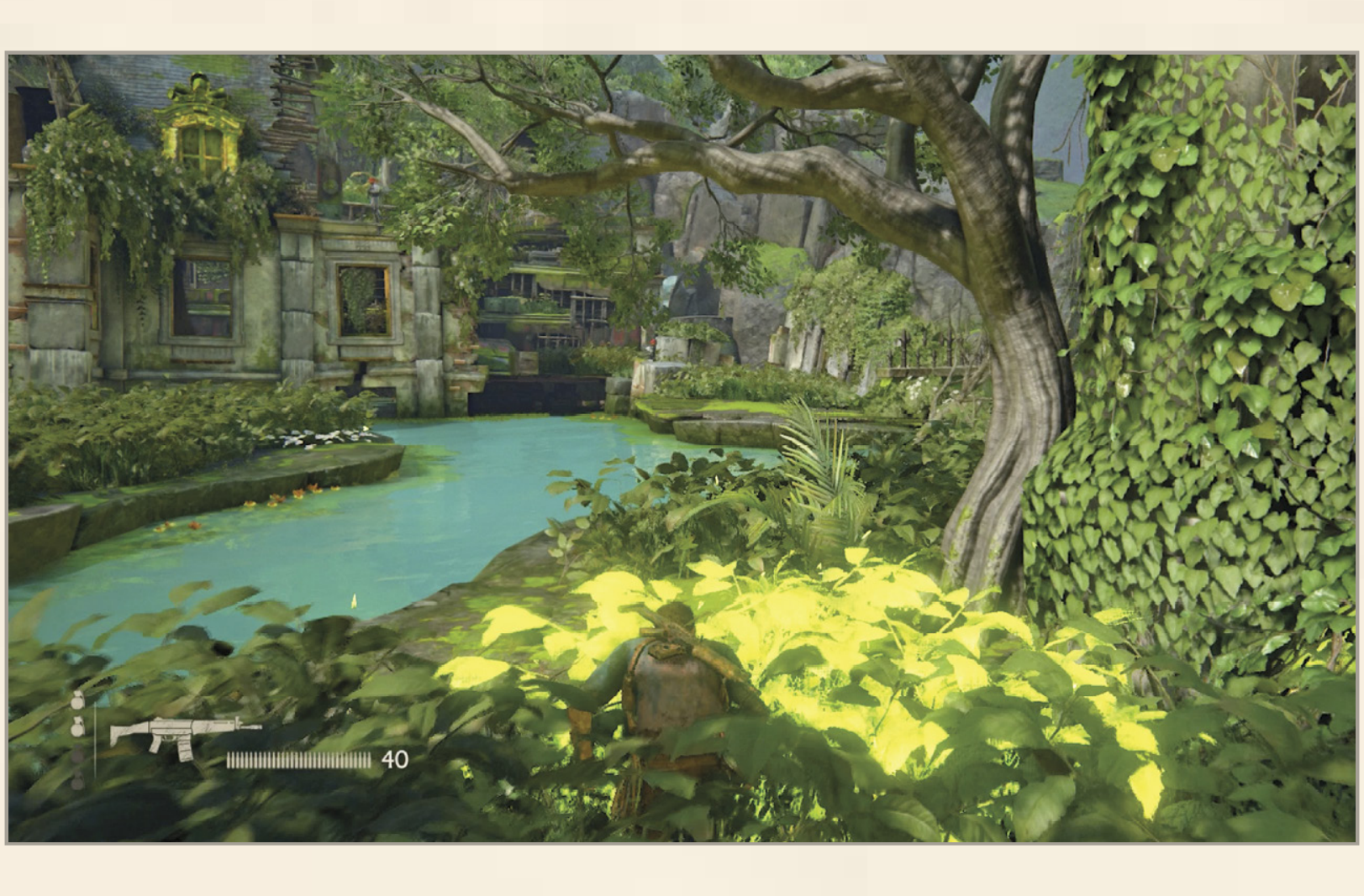


Moving Stealthily

As long as you're not in any enemy's line of sight, you can remain in stealth. This means you can walk behind patrolling enemies (if they don't turn around and see you) and remain in stealth. There is also a height advantage; if you are high above the enemy, they will typically not look up to see you. However, if they are at a certain distance away, your elevation above the enemy may not keep you from being spotted.

TALL GRASS

Tall grass and vegetation is the best cover opportunity for stealth tactics. An enemy can walk directly beside you while in tall grass and not see you. Stealth takedowns in tall grass keep you in stealth mode even if there are nearby enemies looking in your direction. However, during an orange threat level, directly entering tall grass will not conceal your presence. You must completely get out of sight, lower the threat level, and then reenter the tall grass to use it as a stealth aid once again.

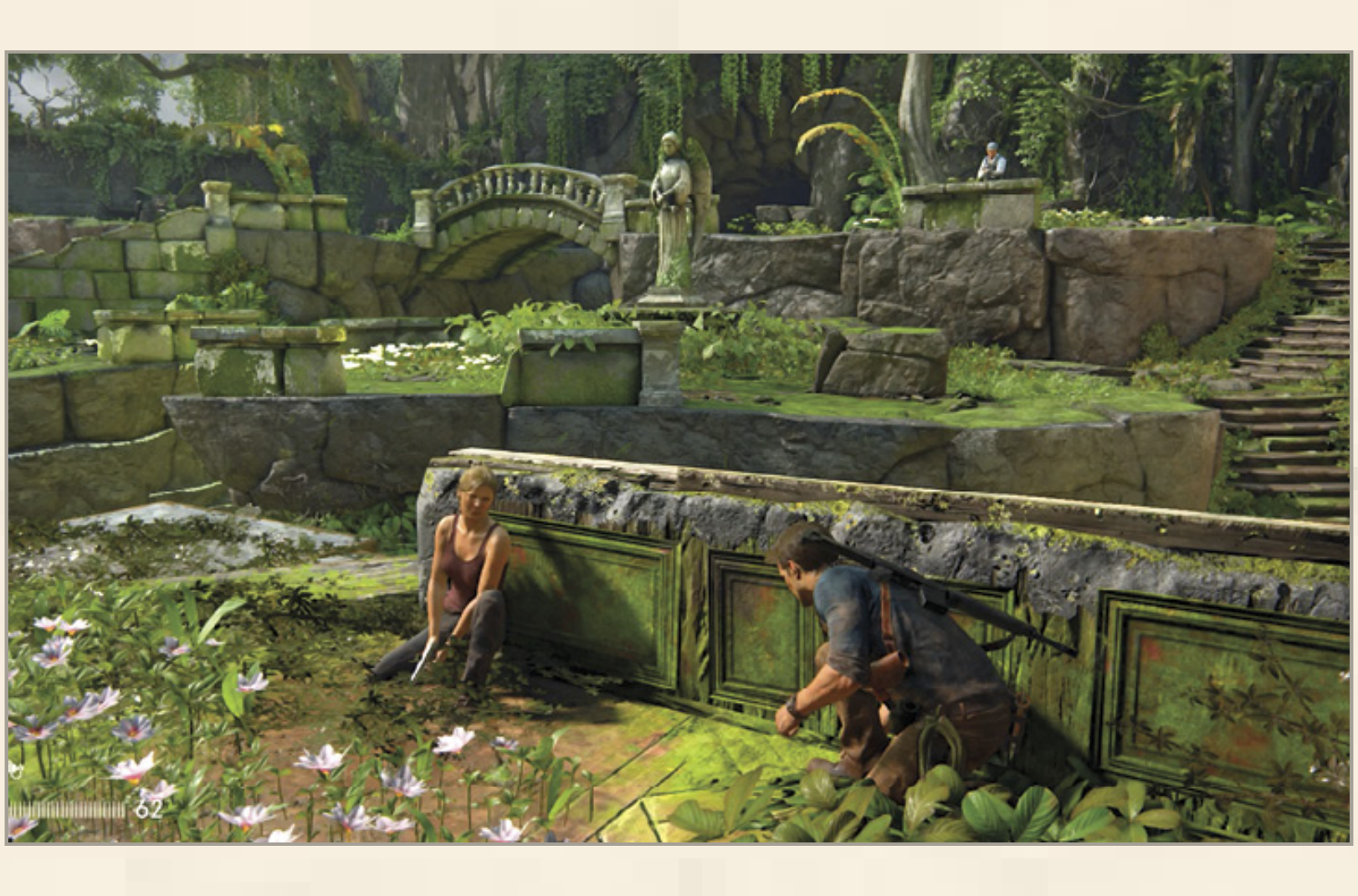


Patrolling soldiers will not discover dead bodies in tall grass. The next best way of disposing of bodies is to throw them in water or into a non-traversable location (such as a ravine). Always look for tall grass stealthy takedown opportunities. Many times one batch of tall grass leads closely to another, and you can work your way through an area using these and other cover opportunities to stealthily takedown everyone or completely avoid conflict altogether.

Always release the left stick when entering tall grass when enemies are nearby. This causes Nate to duck down sooner and use the stealthy cover the vegetation provides.

TAKE COVER

To move stealthily, or just to protect yourself from flying bullets, move from one cover opportunity to the next. To flatten and lock yourself against an object, walk to it and press ○. This could be a crate, wall, doorway, etc. At each cover location, look around and watch all the nearby enemies and study their patrol routes to work through the weaknesses in their defense.

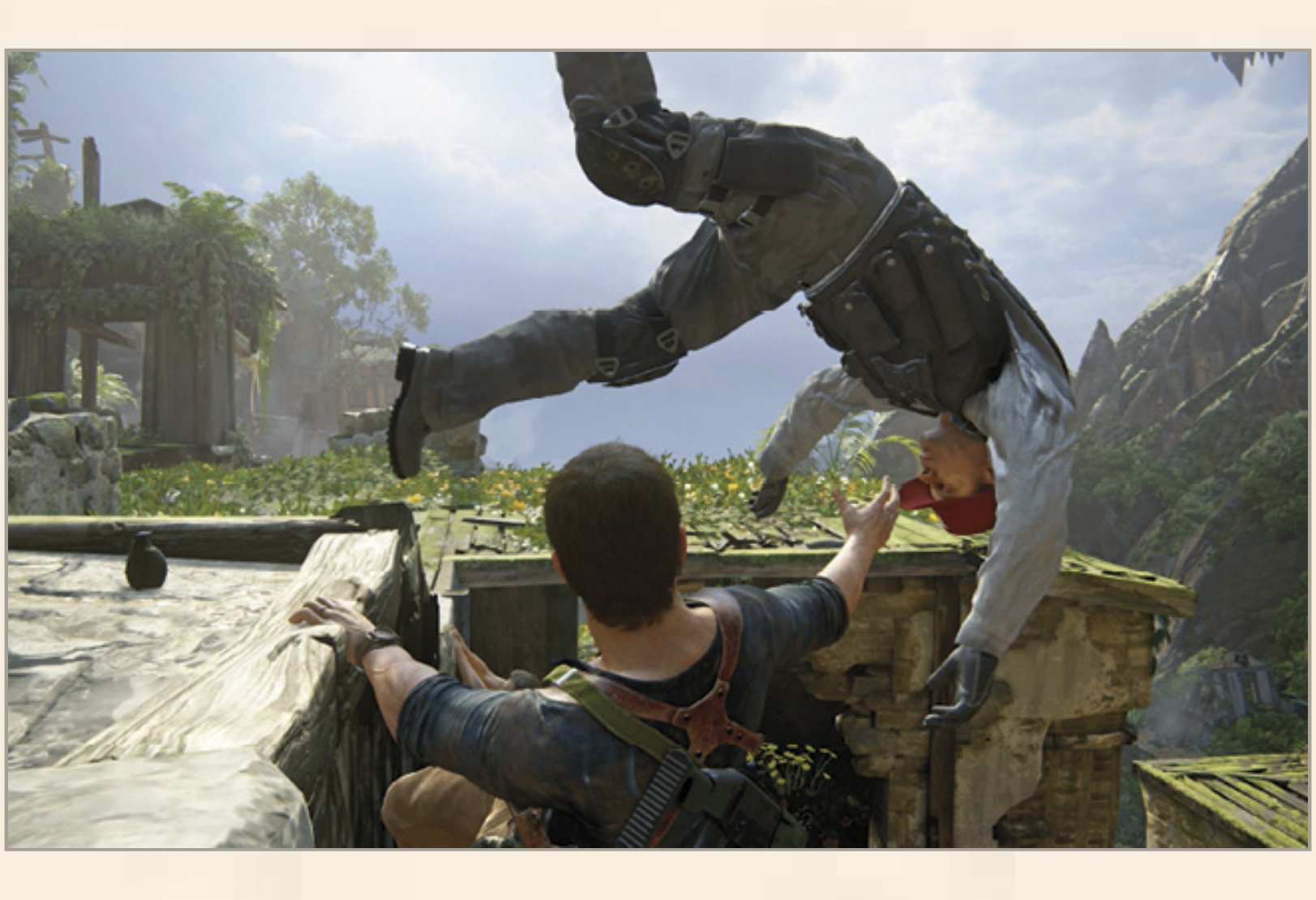


ROLLING

When moving, you should run and roll to the next cover opportunity. This is also the best way to avoid sniper lasers while in the open. To roll, press ○ + **left stick**. Rolling helps you maintain stealth between short distances of non-cover. For example, if you are moving between two crates in close proximity of each other, or if you are traveling between two patches of tall grass.

Stealthy Takedown

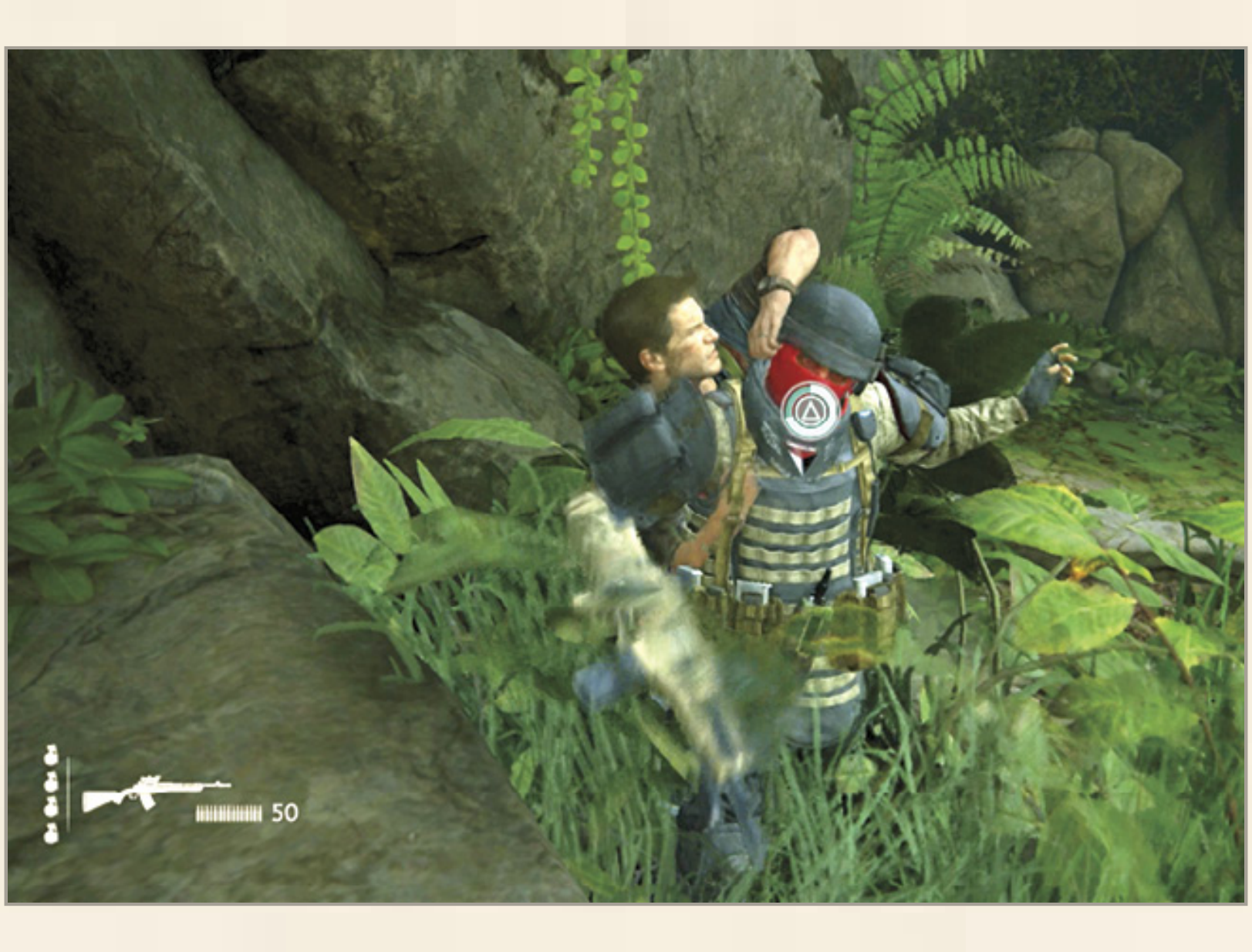
A stealthy takedown occurs when you melee an enemy that remains unaware of your presence as he is being defeated. To perform a stealthy takedown, walk or run up behind unsuspecting enemies and take them down by pressing □. If you are hiding in tall grass or hanging from the edge of a ledge or rooftop, the enemy could be facing you and still remain unaware of your presence.



If the enemy is on the edge of a rooftop, ledge, or cliffside during a stealthy takedown that enemy may be kicked over the ledge—but only if there is not a ledge or platform for them to land on (they won't be kicked off a ledge if there's a chance the body could be spotted). However, if you are hanging off a ledge under an enemy and perform a takedown, the body dropped could be at risk of being spotted if it drops in an area that can be searched.

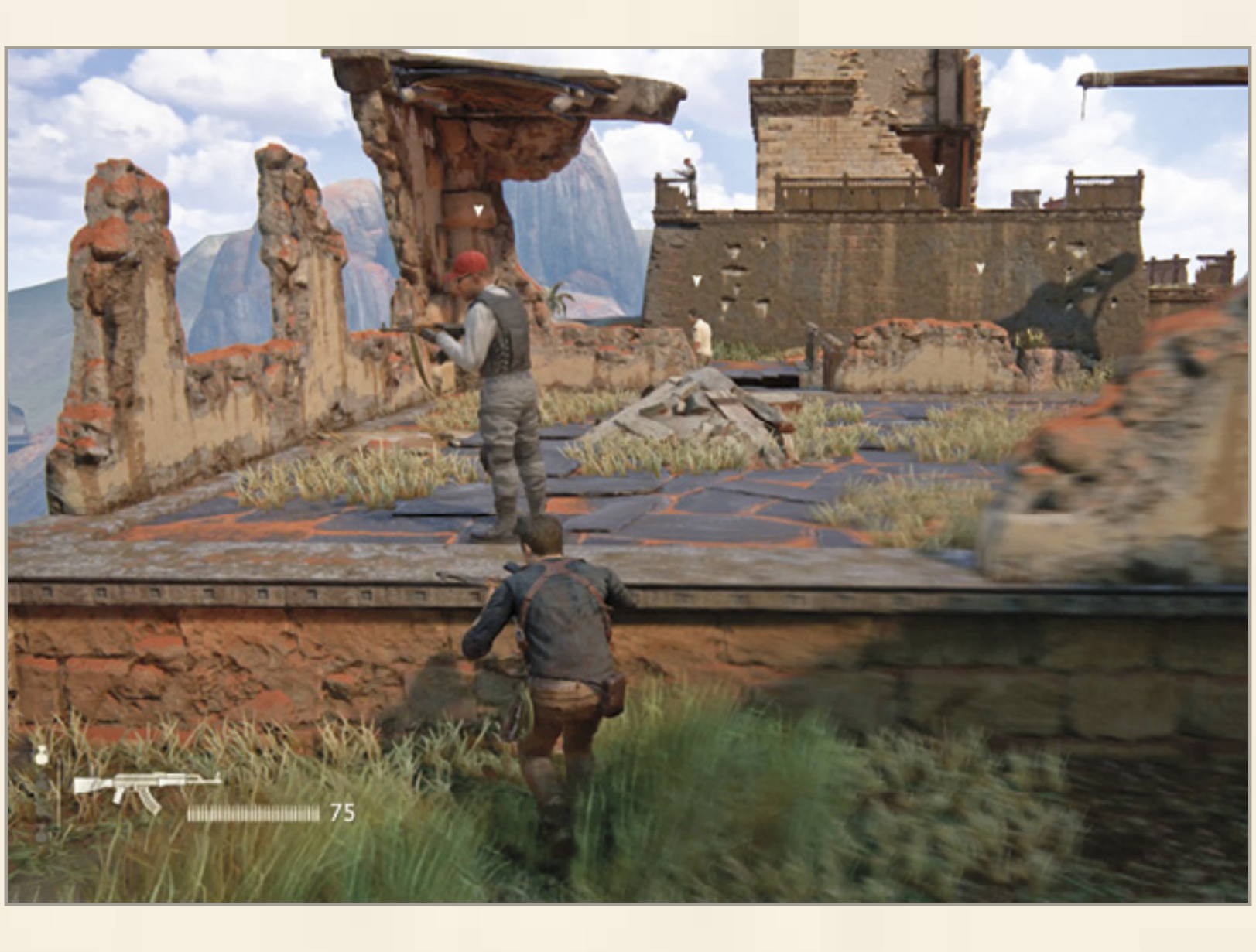
STEALTH TAKEDOWNS ON HELMETED ENEMIES

The only enemies that you cannot stealthily takedown with one move are those that wear helmets strapped onto their heads (you will find enemies with lighter helmets that can be taken down with one hit, but if you look closely, their helmets are not strapped to their heads). These enemies are usually carrying a very heavy weapon such as a Condor shotgun, **ARX-160** machinegun, or a DShK minigun. Many of these heavy helmets are also equipped with an armored facemask. To takedown one of these heavies with a strapped helmet, you must first attempt the takedown and then enter a helmet-removing challenge where you button mash △. Once the helmet is off, you can finish the enemy with another melee attack. Lighter armored, helmet-wearing enemies can be defeated with a pull-down if you're hanging on an edge below them.



Marking Enemies

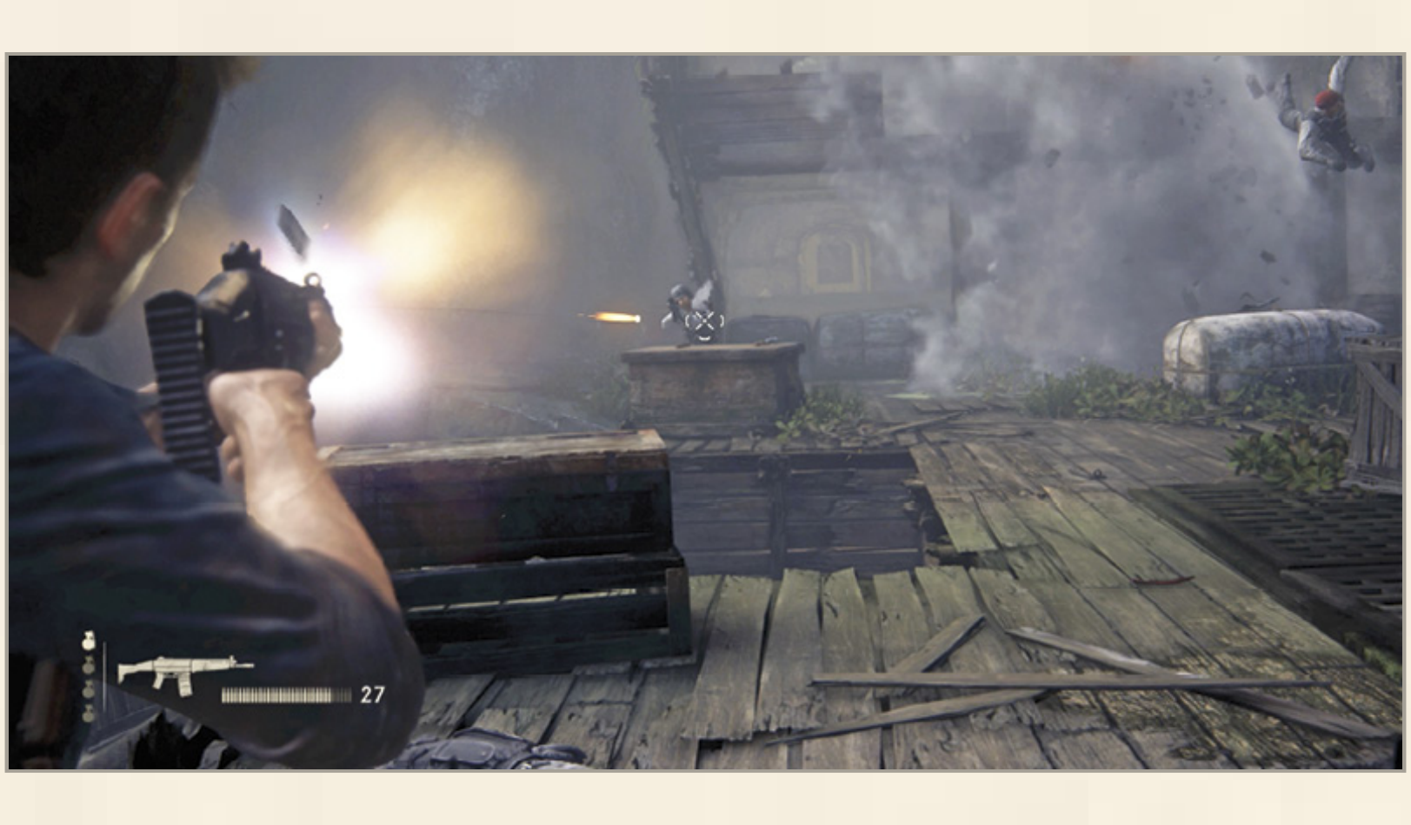
You should take advantage of the enemy-marking feature when moving stealthily through environments. Marking enemies allows you to keep track of enemy movement even when walls and objects separate you. While in stealth, hold **L2** + **L3** to mark enemies. Do this quickly so you do not get spotted. This places a white directional arrow over the marked enemy's head. The pointed end of the white arrow indicates the direction the enemy is facing, and it tracks enemy patrol movement. This allows you to time your moves in and out of cover without a direct line of sight on the marked enemy.



SHOOTING

BURST FIRE FOR ACCURACY

Stealth takedowns are challenging and fun, but sometimes you just want to let the bullets fly. Accuracy is the key to winning a gunfight. To increase your accuracy when firing an automatic weapon, fire in bursts to keep the aim reticle tight and accurate.

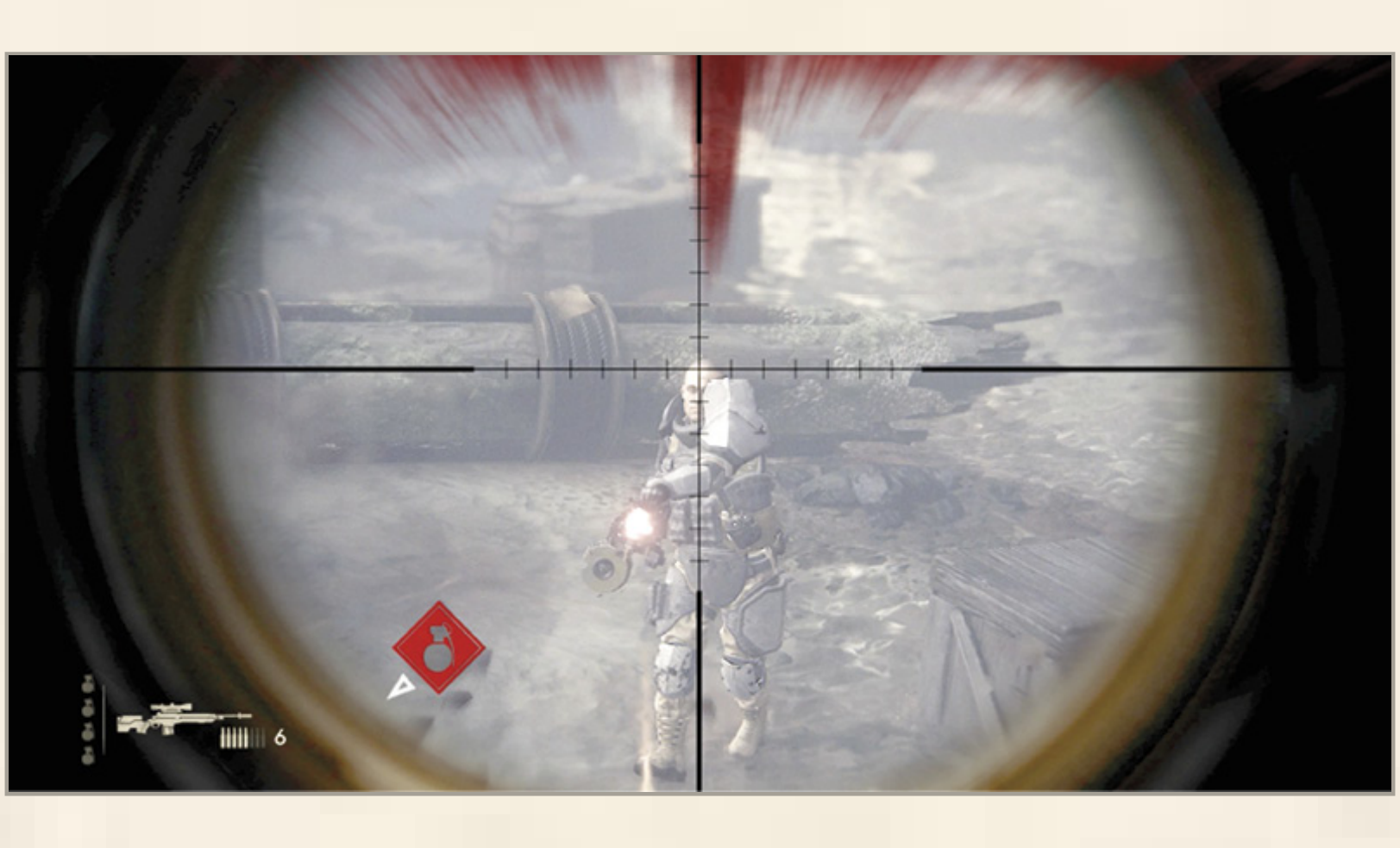


LOCK-ON AIM ASSISTANCE

If you love *Uncharted 4* but are terrible at shooters, go to the Options menu and turn Aim Assist to 10 and turn on Lock-on Aim. By default, Lock-on Aim is turned off. Lock-on Aim causes your weapon's reticle to jump on enemy targets like pirates to treasure.

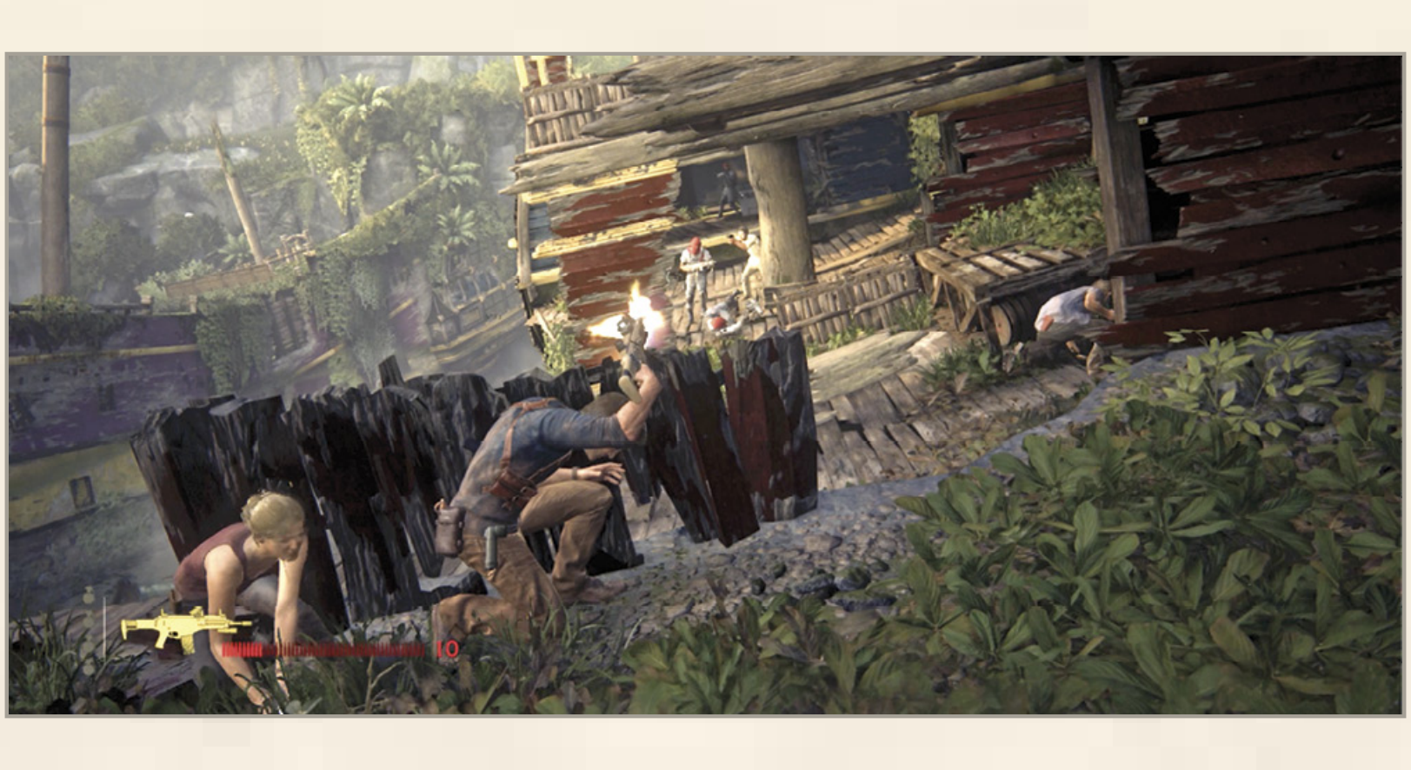
HEADSHOTS

The quickest way to defeat someone with a weapon is by achieving a headshot. If you have Lock-on Aim turned on, your aim reticle typically locks on to the enemy's upper torso and neck area; to achieve headshots with Lock-on Aim, you should tilt your aim up slightly to target the head. Do this as often as possible. There are trophies awarded for 20 and 50 headshots.



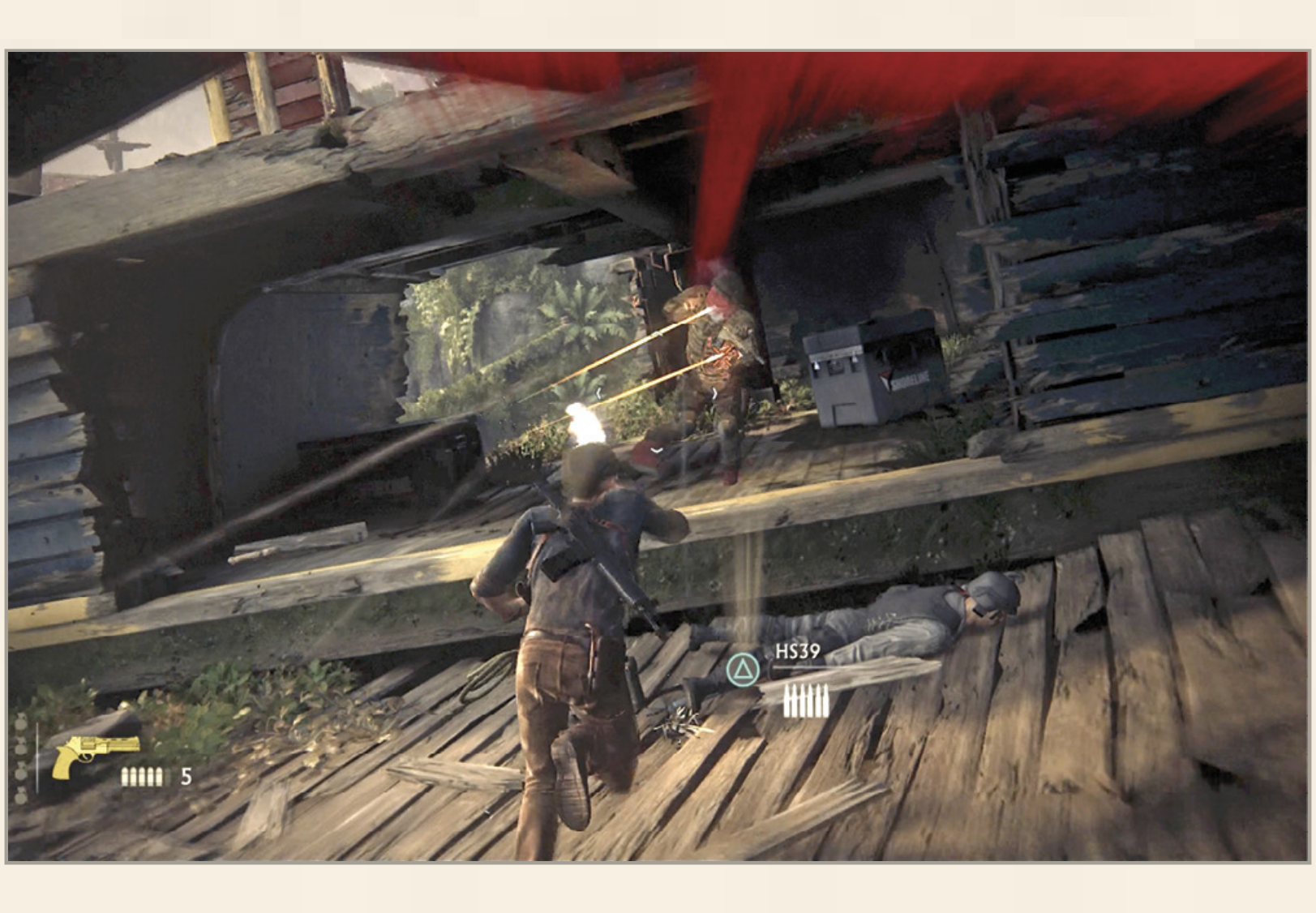
BLINDFIRE

Blindfire becomes a practical option when you're inundated with bullets from a large group of enemies and you can't risk exposing yourself from cover. Simply press the fire button **R2** while in cover and aim the wide aiming reticle as best you can over a particular target. Sometimes you get lucky and can take down an enemy without wasting too much ammo. But taking down one or two enemies in a large group could be enough to turn the tides and allow you to begin attacking with aimed fire from cover. Blindfire is also a good option when a sniper pins you down.



RUN-AND-GUN

Firing your weapon while running (**R2** + **left stick**) allows you to damage or kill the enemy while moving (you can also walk or strafe and fire using the **L2** aim + **left stick**). Firing while running has about the same accuracy as blindfiring. But keep in mind, the accuracy achieved is totally dependent on your weapon's accuracy.

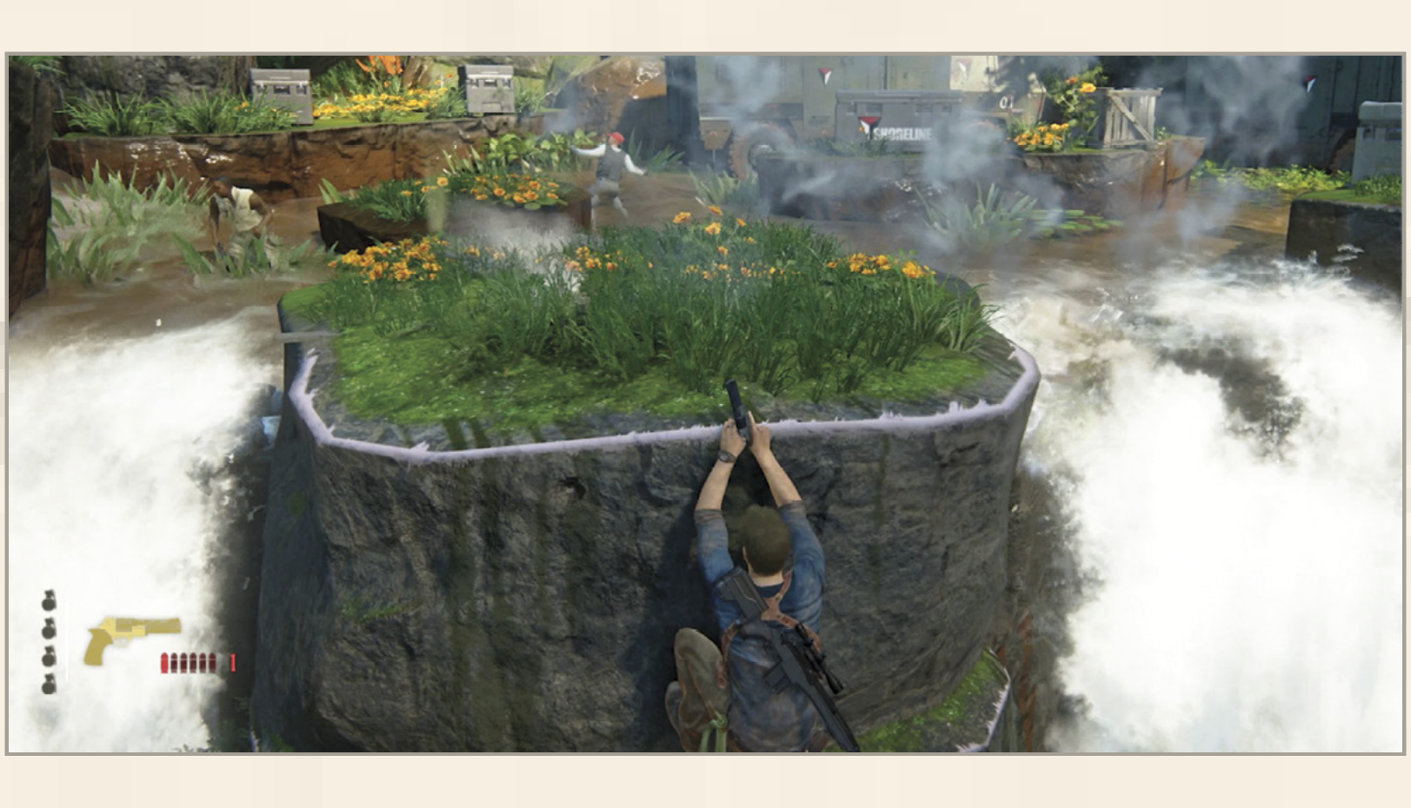


WEAPON SHOULDER SWAP

Shooting from only one side of your body is not recommended. You should allow the environment to determine what side of your body is best to shoot from. If your only shot is from around an opening to your left, then you should shoulder your weapon on the left so you don't expose your entire body to the enemy. To do a weapon shoulder swap, press ✕ while aiming your weapon. If you're constantly using the shoulder swap button during initial engagements, it's likely you favor one side. The game includes a Remember Shoulder Swap feature that can be turned on in the Controls options in the Options menu.

HANGING & SHOOTING

This information is included elsewhere in this section, but it's worth repeating: You only have access to your side arms (one-handed weapons) and grenades when hanging from the edge of anything. Aiming and blindfire are your firing options.



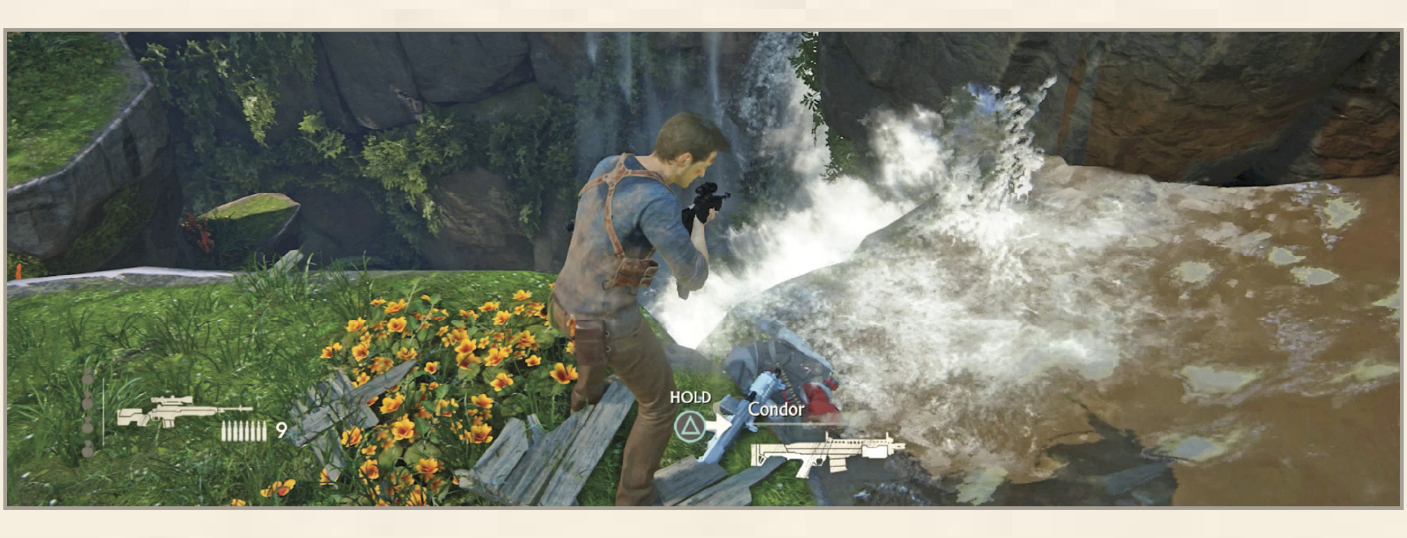
But there are no weapon restrictions when hanging from a grapple rope; all weapons and firing options are accessible (with the exception of holding a DShK). This means you can get those rope-hanging headshots while scoping with a sniper rifle! (See the "Hangman's Bullet" trophy in our trophy list in the Extras chapter.)

Basics

Weapons

Nathan Drake can carry two weapons and four projectiles at one time. He has two firearm weapon slots; one slot fits side arms and the other long guns. Press left on the D-pad to select side arms, and right on the D-pad to select long guns. This can also be performed while aiming a weapon. The only exception to the two-weapon-limit rule is when Nathan picks up a DShK minigun. This weapon does not replace a weapon in the long gun slot; instead he carries it as an additional weapon, but it cannot be holstered. This weapon is dropped when you draw another weapon.

When you come across the same weapon you're carrying and you can hold more ammo for that weapon, the prompt appears as a weapon-specific ammo icon. Press △ when standing close to the ammo icon to pick it up. If you are not carrying that weapon, you are prompted to press and hold △ until the weapon swap gauge is full.



The only other ways to acquire weapons are to be handed one or to perform a melee or stealthy takedown on an enemy that's carrying a weapon that fills your empty weapon slot.

Side Arms

Pickup Icon	Name	Mag. Size	Max. Cap.	Stats	Notes
	Aegis 9mm	12	56	Semi-automatic pistol Close rangeLow damage Slow rate of fire Low recoil and moderate accuracy	This is the most basic of weapons. It's first available at the Prison in Chapter 5.
	Para .45	12	60	Semi-automatic pistol Close range Moderate damage Moderate rate of fire Low recoil and moderate accuracy	This is one of the most common weapons in the game. It is a competent firearm that gets the job done. Drop an Aegis 9mm for one of these. You first encounter these pistols in the Prologue.
	Fossa R-81	25	100	Fully automatic machine pistol Close range Low damage Very high rate of fire High **recoil** and poor accuracy	This automatic pistol works best in close combat, as it has low damage per round and is very inaccurate at a distance. The rate of fire is very high, so close-range enemies beware! This weapon is first discovered at the auction in Chapter 7.
	Raffica	15	60	Three round burst pistol Mid-range Moderate damage Moderate rate of fire Moderate **recoil** and good accuracy	This pistol has a three-round burst fire feature which keeps an already decent recoil down to a minimum. The damage is good at close to moderate range. You can first get your hands on one in Madagascar, Chapter 10.
	Pistole	2	8	Semi-automatic revolver Medium range High damage Slow rate of fire Moderate **recoil** and good accuracy	This weapon is similar to a short, double-barreled, sawed-off shotgun but not quite as powerful as the special Flintlock. Shoot a round from each barrel with two pulls of the trigger and then reload. Deadly at close range. First found in Scotland, Chapter 8.

Power Side Arms

Pickup Icon	Name	Mag. Size	Max. Cap.	Stats	Notes
	Flintlock	2	2	Semi-automatic revolver Mid-range Very high damage Slow rate of fire Moderate recoil and good accuracy	This pirate pistol is similar to a single-barreled, sawed-off shotgun. Very potent at close range and can kill Armored soldiers and knock the helmet off an Armored Brute with one shot and kill them with the next (at close range). Do not waste its ammo on common enemies. These are first discovered in Scotland, Chapter 8.
	Barok .44	6	12	High caliber pistol Medium range Very high damage Slow rate of fire High recoil and good accuracy Two-shot Armored soldier kills or one headshot	This is a very powerful weapon. If you find one, hang onto it and save it for special occasions (Armored enemies). You can first find these weapons in Scotland, Chapter 8.

Assault Rifles

Pickup Icon	Name	Mag. Size	Max. Cap.	Stats	Notes
	AK-47	30	120	Fully automatic assault rifle Mid to close range Low damage Moderate rate of fire Moderate recoil and accuracy	This is the basic assault rifle. Good for medium-range battles. The continuous fire recoil pulls up and zigzags to the left and right. The AK-47 first appears in Scotland, Chapter 8.
	XCR	30	120	Fully automatic submachine gun Close range Low damage Very high rate of fire High recoil and poor accuracy	This basic submachine gun has a faster rate of fire than the AK-47, but recoil pulls to the left the longer the trigger is held during continuous fire. This weapon only appears at the auction in Chapter 7.
	FAL	30	120	Three-round burst rifle Mid-range Moderate damage Moderate rate of fire Low recoil and good accuracyPress **R3** when aiming to use the scope	This is a powerful and accurate assault rifle that fires three-round bursts when continuous fire is used, keeping recoil pull down to a minimum. Use the scope for extreme accuracy. This weapon first appears in Madagascar, Chapter 10.
	Copperhead SR7	24	120	Fully automatic scoped rifle Mid to long range Low damage High rate of fireModerate recoil and good accuracyPress **R3** when aiming to use the scope	This weapon does slightly less damage per round than the FAL, but has better range and a faster rate of fire. Use the scope to take advantage of its deadly accuracy. Recoil pulls to the right on continuous fire. You can first acquire this weapon in Chapter 13.
	Mettler M-30	15	80	Semi-automatic rifle Mid to long range High damage Moderate rate of fire Moderate recoil and good accuracy Press **R3** when aiming to use the scope	Rate of fire is slow and produces quite a kick. Take advantage of its increased accuracy using the scope. This weapon first appears in Scotland, Chapter 8.
	HS39	32	128	Fully automatic assault rifle Mid to close range Moderate damage High rate of fire High recoil and moderate accuracy	This upgraded assault rifle has a high rate of fire with minimal continuous horizontal pull.
N/A	**Turret**	1000	1000	Heavy machine gun Medium Range Very high damage High rate of fire Medium recoil and low accuracy	There are two locations where you can find this mounted machine gun: Scotland, Chapter 8 at the bridge battle (Crushing mode only); and Scotland, Chapter 9 in the cathedral basement in all difficulty modes.

Shotguns & Sniper Rifles

Pickup Icon	Name	Mag. Size	Max. Cap.	Stats	Notes
	Spezzotti 12 Gauge	4	16	Pump-action shotgun Very close range Very high damage Slow rate of fire High recoil and spread	This basic shotgun will get you out of a close-combat situation better than any pistol. You can first find this shotgun at the auction in Chapter 7.
	Condor	6	18	Semi-automatic shotgun Close range Extremely high damage Medium rate of fire Medium recoil and spread	Drop the Spezzotti if you come across one of these powerful shotguns. This weapon does very high damage at close and medium range. You can first find one in Chapter 7 (Crushing mode only), or in Chapter 13 in all difficulty modes.
	M14 Custom	8	16	Semi-automatic scoped rifle Long range High damage Moderate rate of fire High recoil and very good accuracy Press **R3** when aiming to zoom the scope	This powerful sniper rifle has equal accuracy and punch as the Mazur LDR but offers a faster rate of fire. Press **R3** to zoom the scope to another level of magnification. This weapon can first be fired in Chapter 13.
	Mazur LDR	5	15	Bolt-action sniper rifle Long range Very high damage Slow rate of fire High recoil and very good accuracy Press **R3** when aiming to zoom the scope	This bolt-action rifle starts in scope view when you press the Aim button. Press **R3** to zoom the scope to another level of magnification. You can first get your hands on this rifle in Scotland, Chapter 9.
	MP34a	30	120	Fully automatic submachine gun Close range Moderate damage Moderate rate of fire Low recoil and poor accuracy	This submachine gun is only available at the Prison in Chapter 5.

Power Weapons

Pickup Icon	Name	Mag. Size	Max. Cap.	Stats	Notes
	ARX-160	50	150	Fast-firing automatic rifle Mid-range High damage Extremely fast rate of fire Low recoil and good accuracy	The most powerful assault rifle in the game with an incredible rate of fire, doing the most damage per round. The continuous fire pull is minimal and manageable. They make their first appearance in Chapter 13, Marooned.
	DShK	200	200	Heavy machine gun Medium Range Very high damage Medium rate of fire Low recoil and good accuracy	This is the heaviest of the handheld weapons. You do not drop a long gun when using this weapon. You cannot hide behind cover when using this weapon. You can continuously fire until the weapon is drained of ammo. Extremely powerful with a medium rate of fire with minimal directional pull during continuous fire. First available in Chapter 18, or Chapter 10 (Crushing only).
	RPG	1	3	Single-shot RPG Medium to long range Very high damage Very slow rate of fire Low recoil and medium accuracy 1-hit kills	The RPG is a single-shot weapon that holds a maximum of 3 rounds. They are first found in Madagascar, Chapter 10 in Crushing mode only, or Chapter 17 (only if you perform a flawless battle riding the elevator), and in Chapter 20 on any difficulty.
	China Lake GL	4	6	Pump-action grenade launcher Medium Range Very high damage Slow rate of fire Kills Armored in two hits	The "GL" stands for Grenade Launcher. It puts the power of grenade throwing in a rifle. It propels grenades stronger and faster than they can be thrown—no need to aim as high to hit your mark; although a practiced shooting arc (taking distance into consideration) is necessary to make this weapon useful. You can shoot 4 grenades before reloading is necessary. First found in Madagascar, Chapter 10.

Explosive Weapons

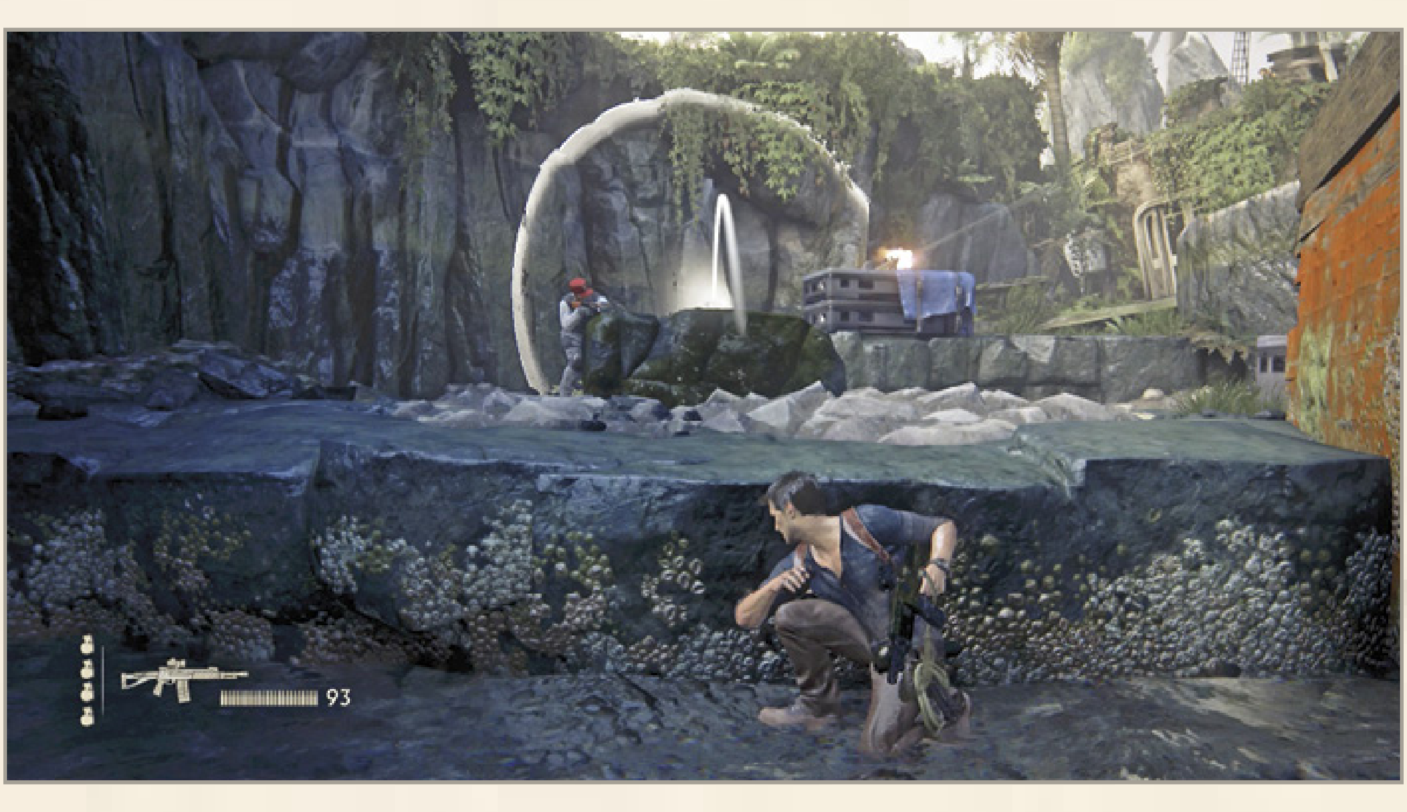
Explosives are both a blessing and a curse (the former if you are the one dealing the damage). Explosives have a range of damage directly related to how close the explosive impact is to the target. Drop one at the enemy's feet and, if they're not heavily armored, they are killed instantly. Damage becomes lower the further they are away from the blast.

GRENADE & DYNAMITE THROWING OPTIONS

There are two different throwing options when it comes to tossing grenades and dynamite: a short lob and the long throw.

Short Lob

Similar to blindfire, you can tap **R1** to quickly toss a grenade in the direction you are facing. But if you want more precision out of your lob, hold **R1** to activate the on-screen aim-guiding arc. Tilt the right stick down (look up) to aim increasingly long distances, and tilt up (look down) to aim decreasingly short distances. You will find that you begin to lose sight of the point of intended impact when you must aim great distances; if this is the case, you should choose the long throw method. The short lob is great if you need a high arcing flight path to hit enemies behind a high wall.

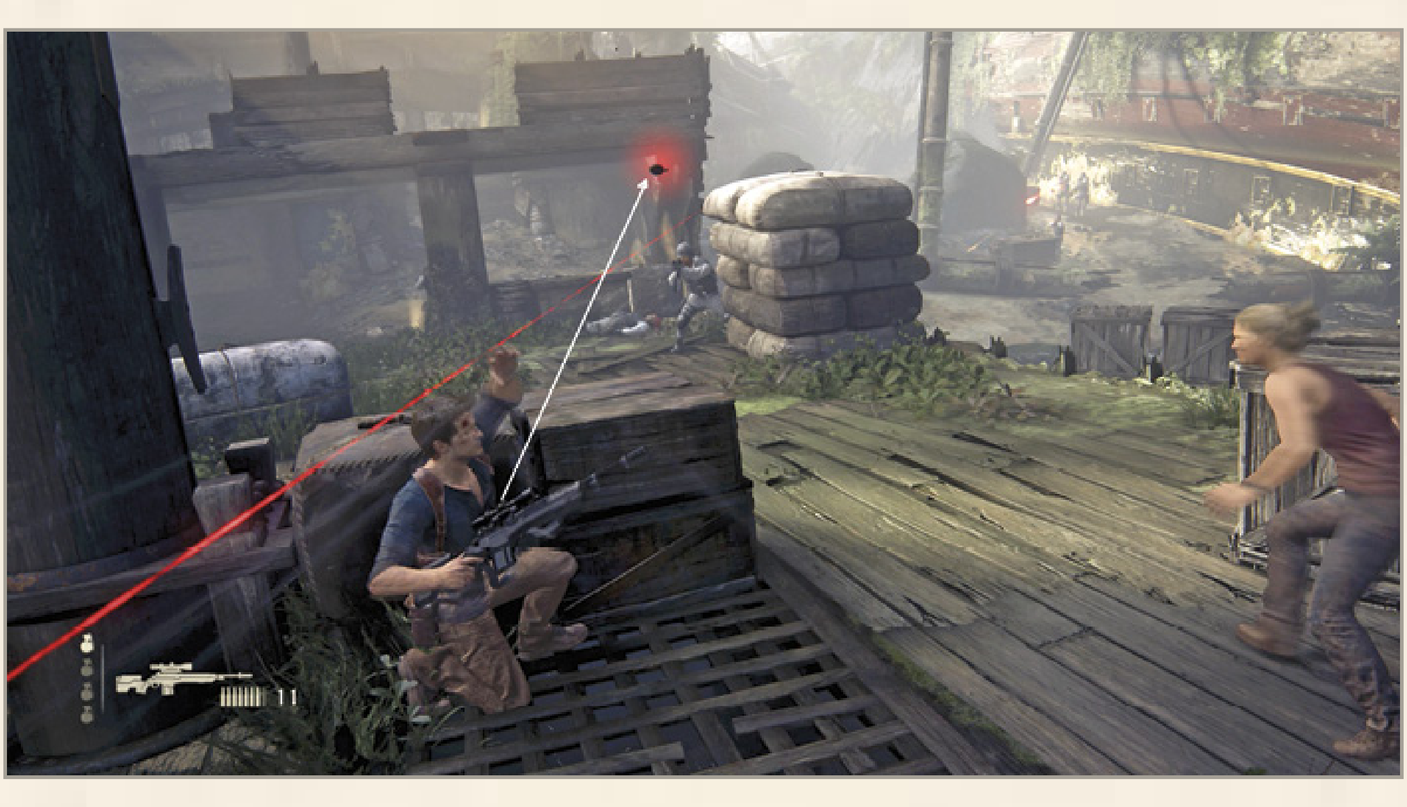


Long Throw

The long throw is a quick and easy way to get a grenade to fly rapidly, accurately, and with minimum flight arc to the desired target. The only reason not to use this method of throwing is if you need the high flight arc (to hit an enemy positioned behind a high wall). Press and hold **L2**, aim the held weapon's reticle at the enemy, and then tap **R1** to throw the grenade.

Explosive Weapons

Pickup Icon	Name	Mag. Size	Max. Cap.	Stats	Notes
	MK-NDI	N/A	4	Thrown explosive projectile High Damage	Grenades are first encountered in Madagascar, Chapter 10.
	Dynamite	N/A	4	Thrown explosive projectile High Damage	Dynamite is only encountered in Scotland, Chapter 8.
	Powder Keg	N/A	1	Firearm detonated explosive, thrown projectile, or melee object High Damage	This explosive wooden barrel can be used as a melee weapon or thrown and exploded with a firearm. First encountered in Libertalia, Chapter 14.
	Propane Tank	N/A	1	Firearm detonated explosive, thrown projectile, or melee object High Damage	This explosive metal tank of flammable gas can be used as a melee weapon or thrown and exploded with a firearm. First encountered in Scotland, Chapter 8 at the bridge battle location.



POWDER KEGS & PROPANE TANKS

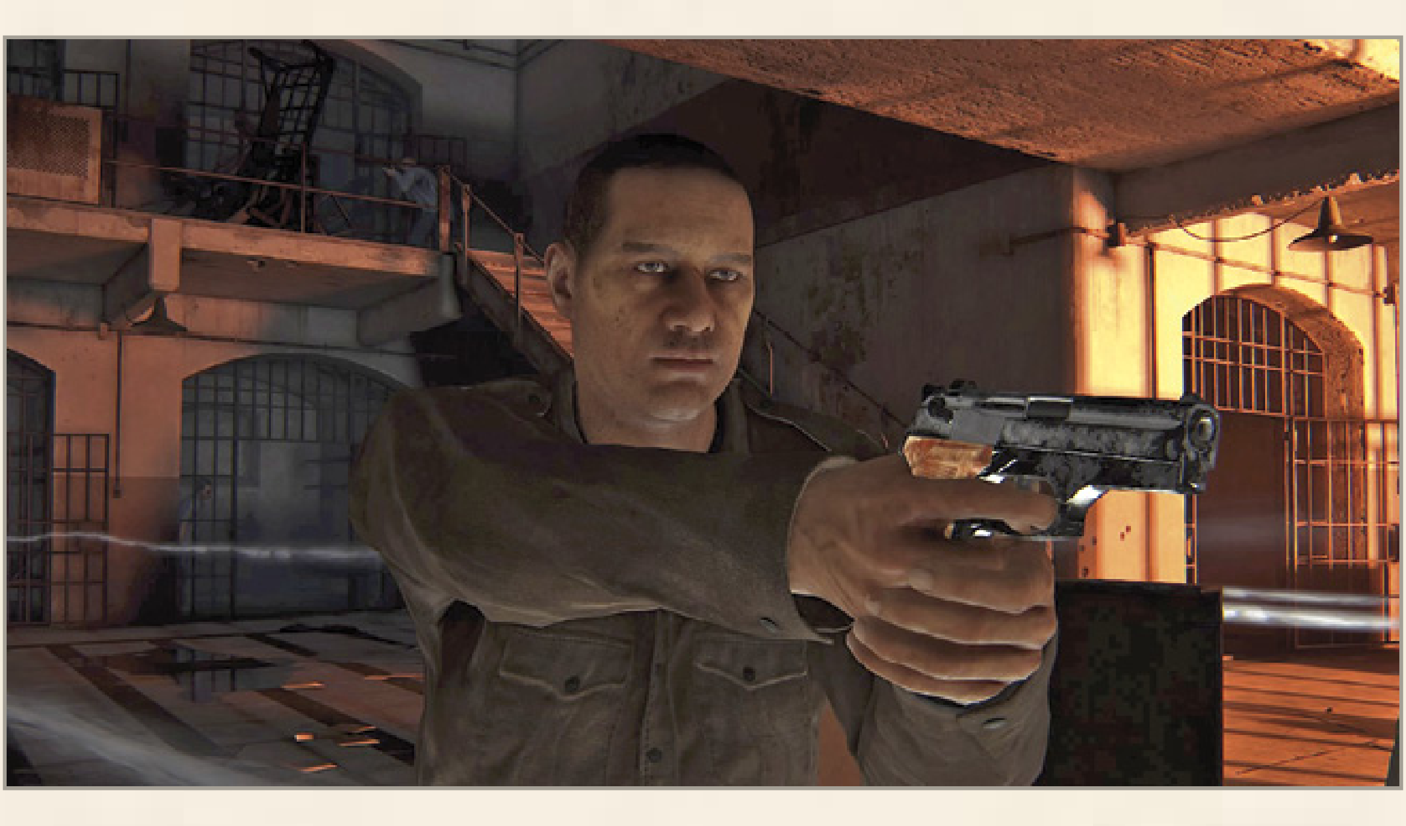
Propane tanks and wooden powder kegs are large explosive containers that can be used as melee weapons or thrown and detonated (by firing a weapon at the projectile as it nears your target). If you do not fire your weapon, the tank or keg will hit the ground without exploding. Also, you do not need to aim your weapon to hit the projectile as it sails through the air; simply fire the weapon and it will automatically hit the projectile.

Enemies

Most enemies belong to the security group hired by Rafe, known as Shoreline. The only exceptions are the prison guards and the Italian security outfit confronted at the auction in Chapter 7.

Ultimately, there are nine enemy types in *Uncharted 4: A Thief's End* (not including those enemies encountered at the prison in Chapter 5 or the security team at the auction in Chapter 7). Recognizing the uniformed look of each archetype is key to knowing what to expect when these enemies are confronted in battle.

PRISON GUARD



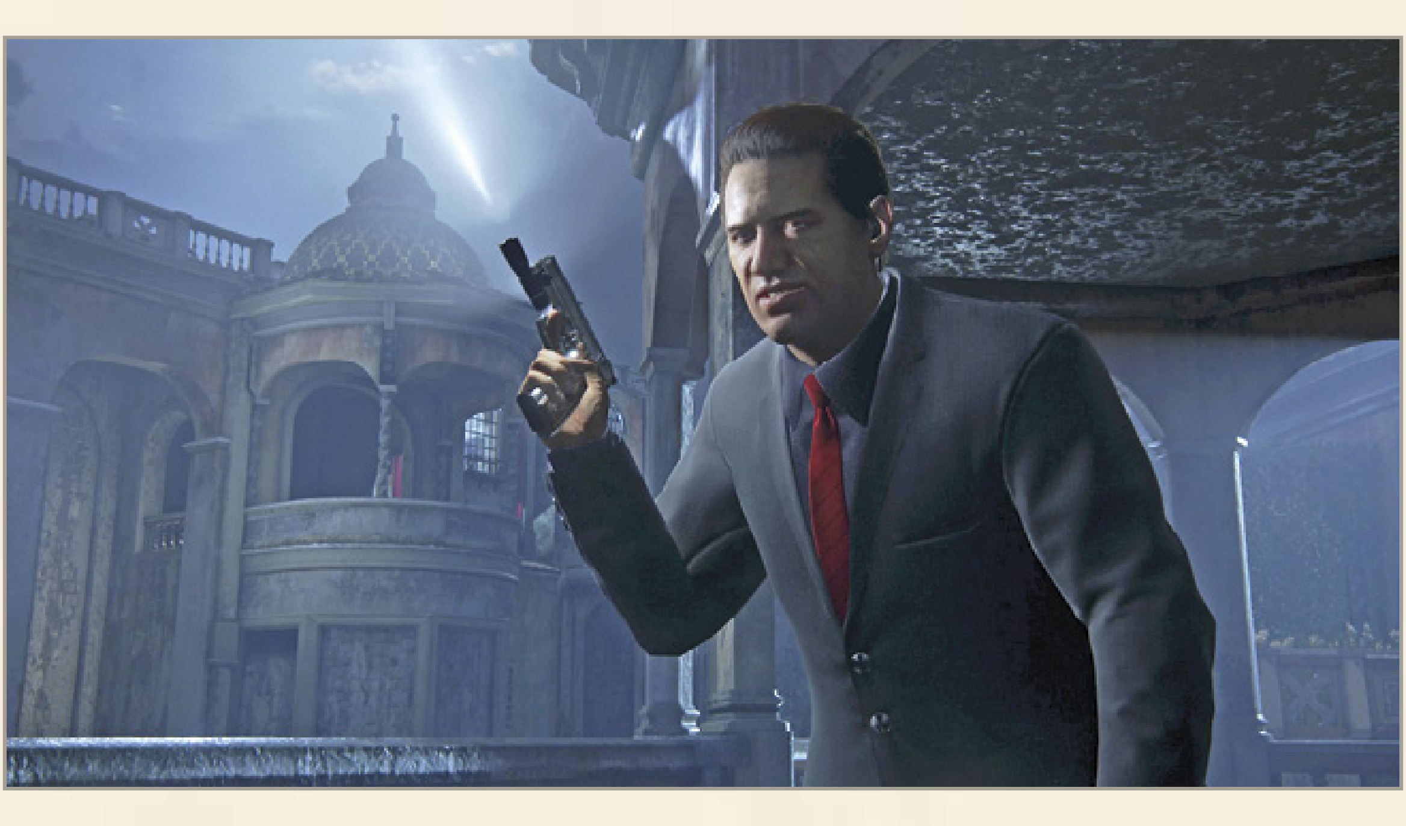
Appearance: Full brown outfit

Armor: None

Loadout: Aegis 9mm or MP34a

HP: 100

AUCTION GUARD



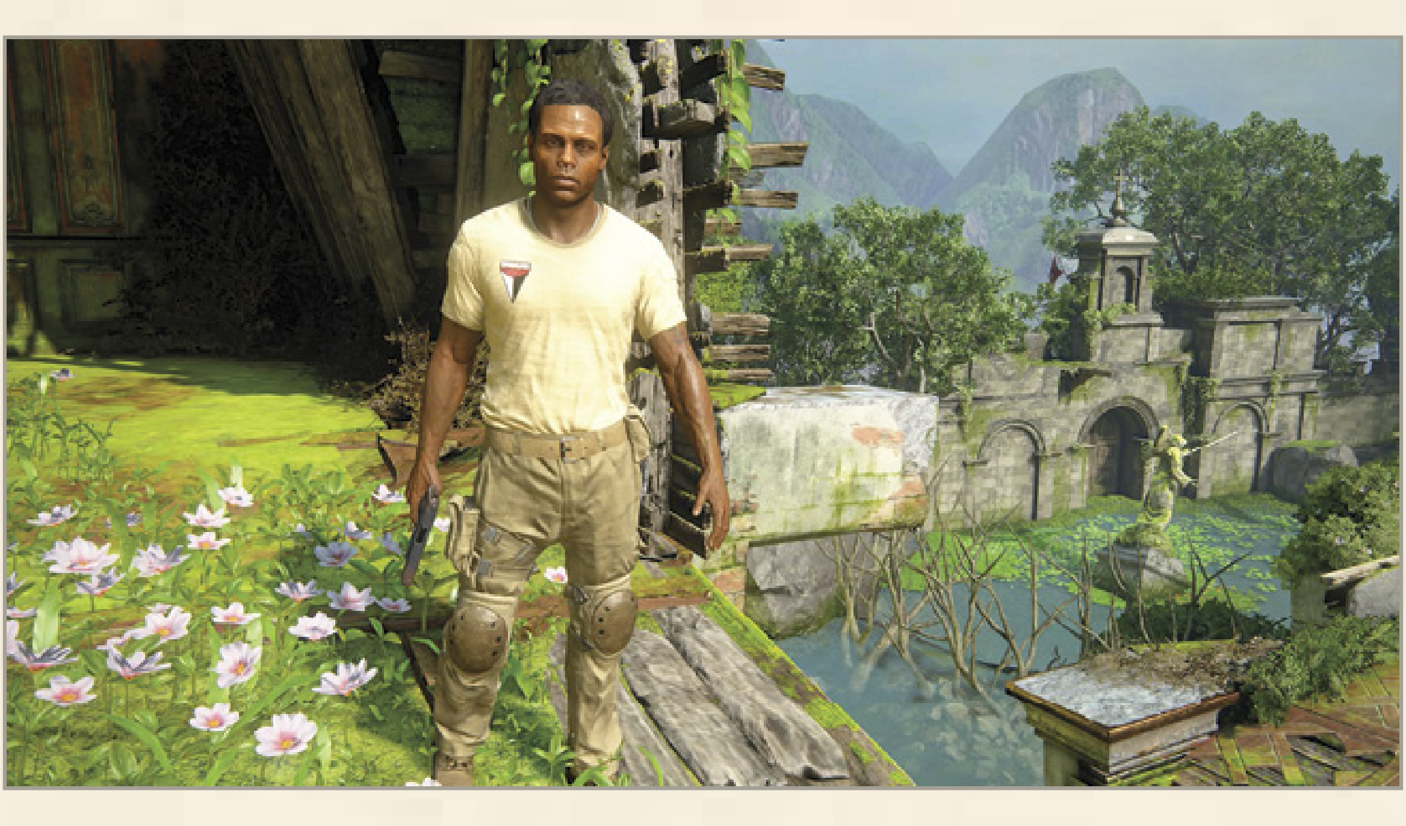
Appearance: Black suits

Armor: None

Loadout: Aegis 9mm, Fossa R-81, Spezzotti 12 Gauge, XCR (Crushing: Condor)

HP: 100

STANDARD ENEMY



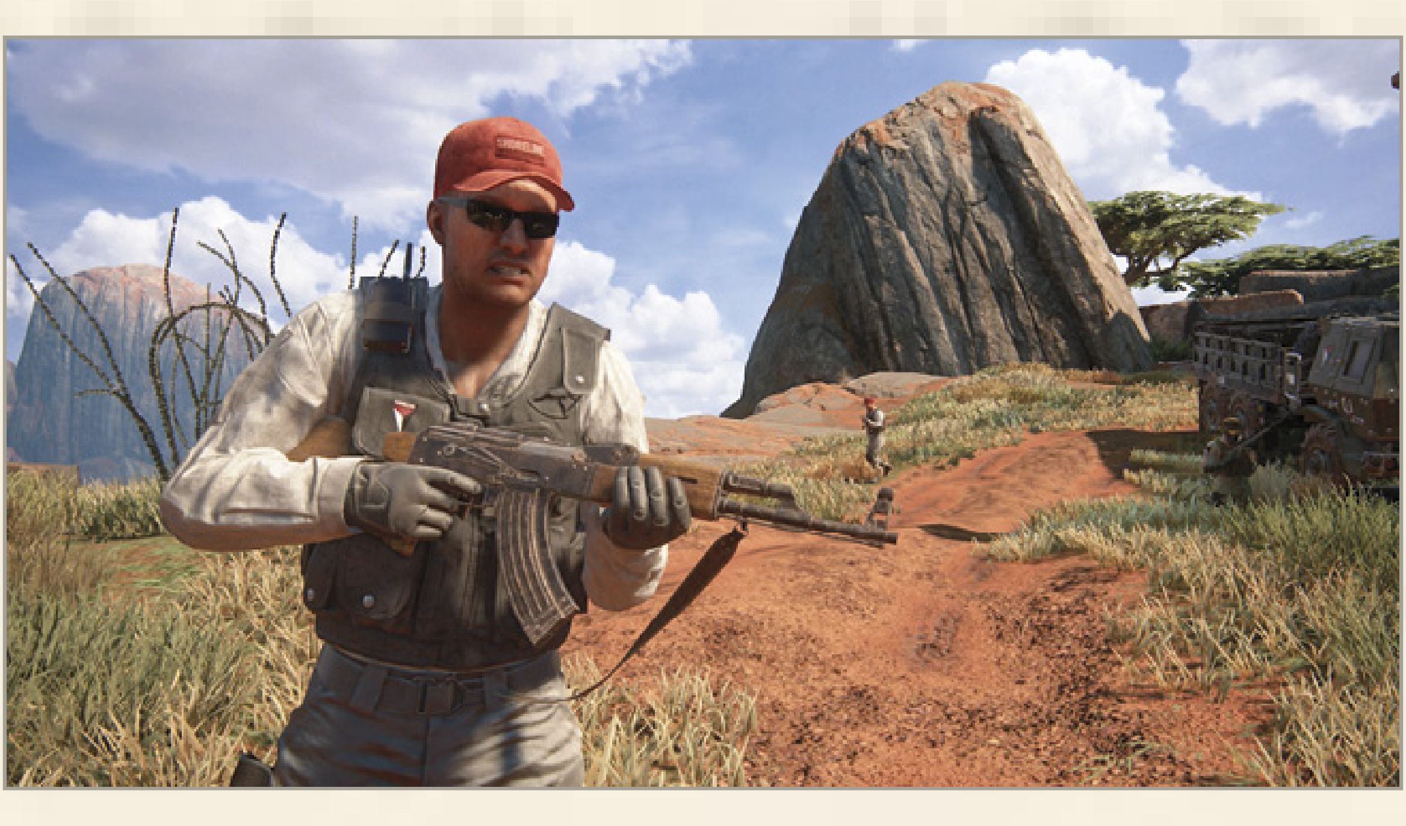
Appearance: Tan outfit—short sleeves

Armor: None

Loadout: (side arms) Para 9mm, Raffica, Barok .44

HP: 100

ELITE ENEMY



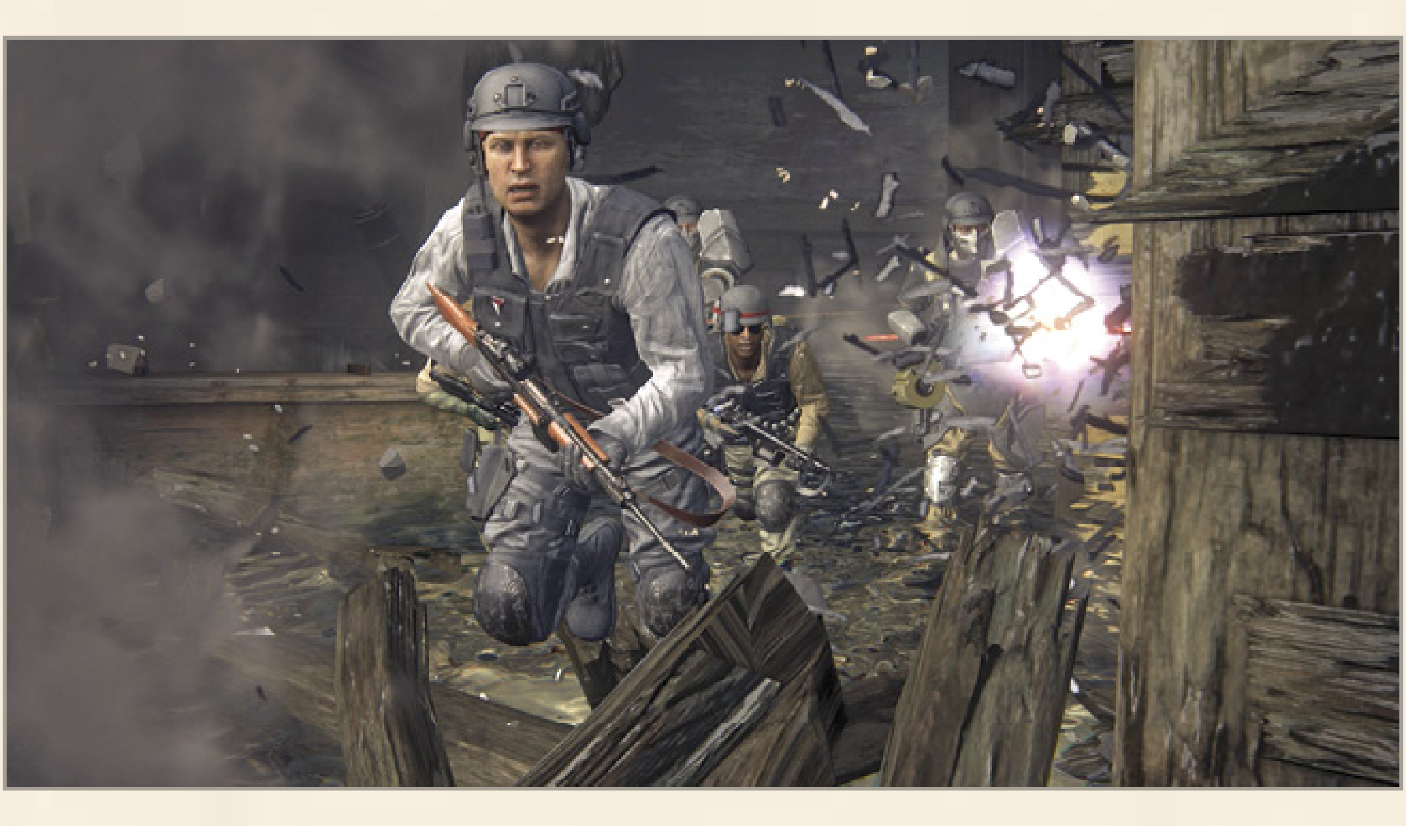
Appearance: Grey outfit, red cap

Armor: flak vest, no helmet

Loadout: AK-47, HS39, Copperhead, FAL, Mettler M-30 (occasionally carries sidearm)

HP: 120

ELITE WITH HELMET



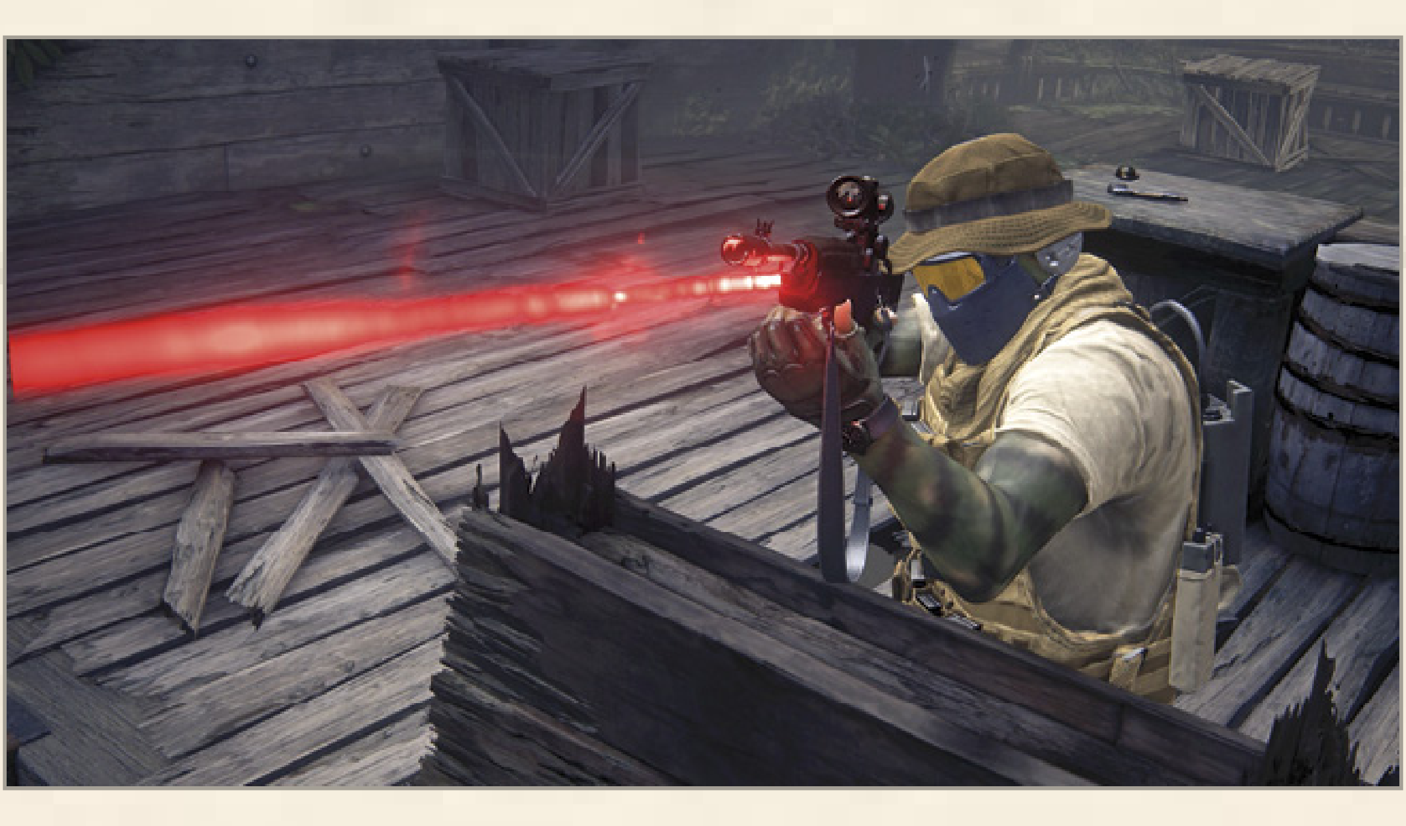
Appearance: Grey outfit, grey helmet

Armor: Flak vest, helmet (protects against instant headshots)

Loadout: AK-47, HS39, Copperhead, FAL, Mettler M-30 (occasionally carries sidearm)

HP: 120

SNIPER



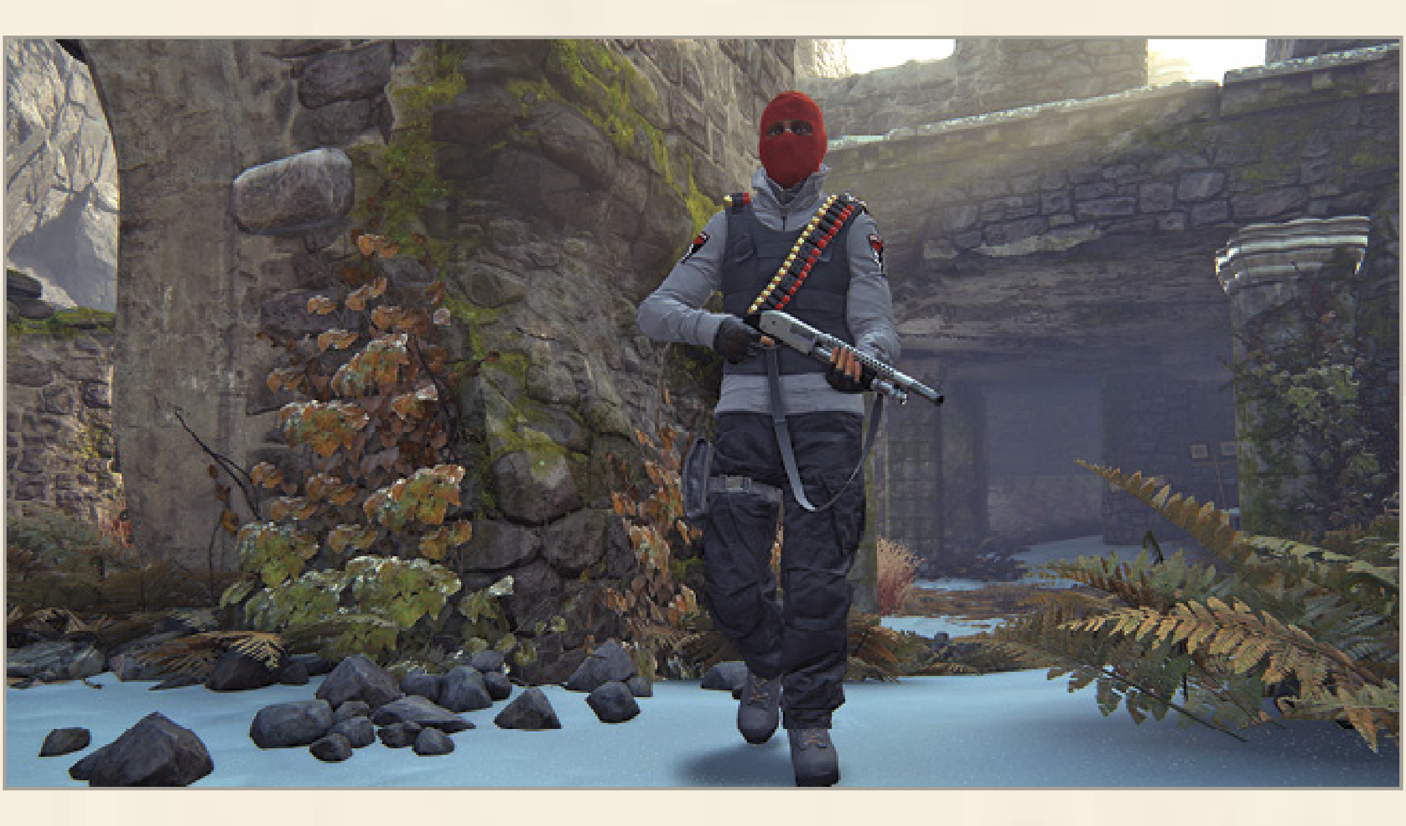
Appearance: Green/Brown Camo outfit, sun cap

Armor: Flak vest

Loadout: Mazur LDR or M14 Custom

HP: 120

SHOTGUNNER



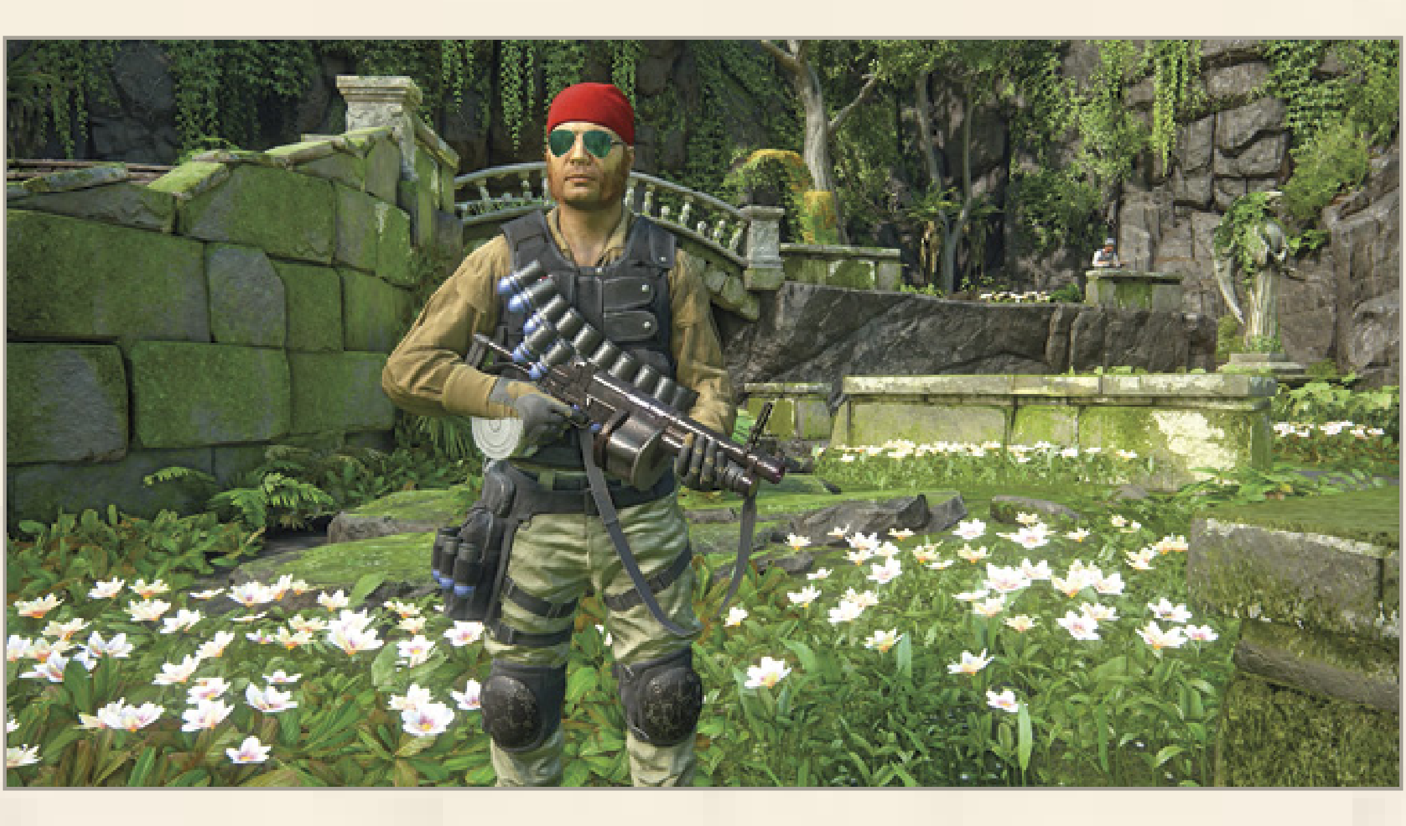
Appearance: Grey outfit, red balaclava

Armor: Flak vest

Loadout: Spezzotti or Condor

HP: 12v

GRENADIER



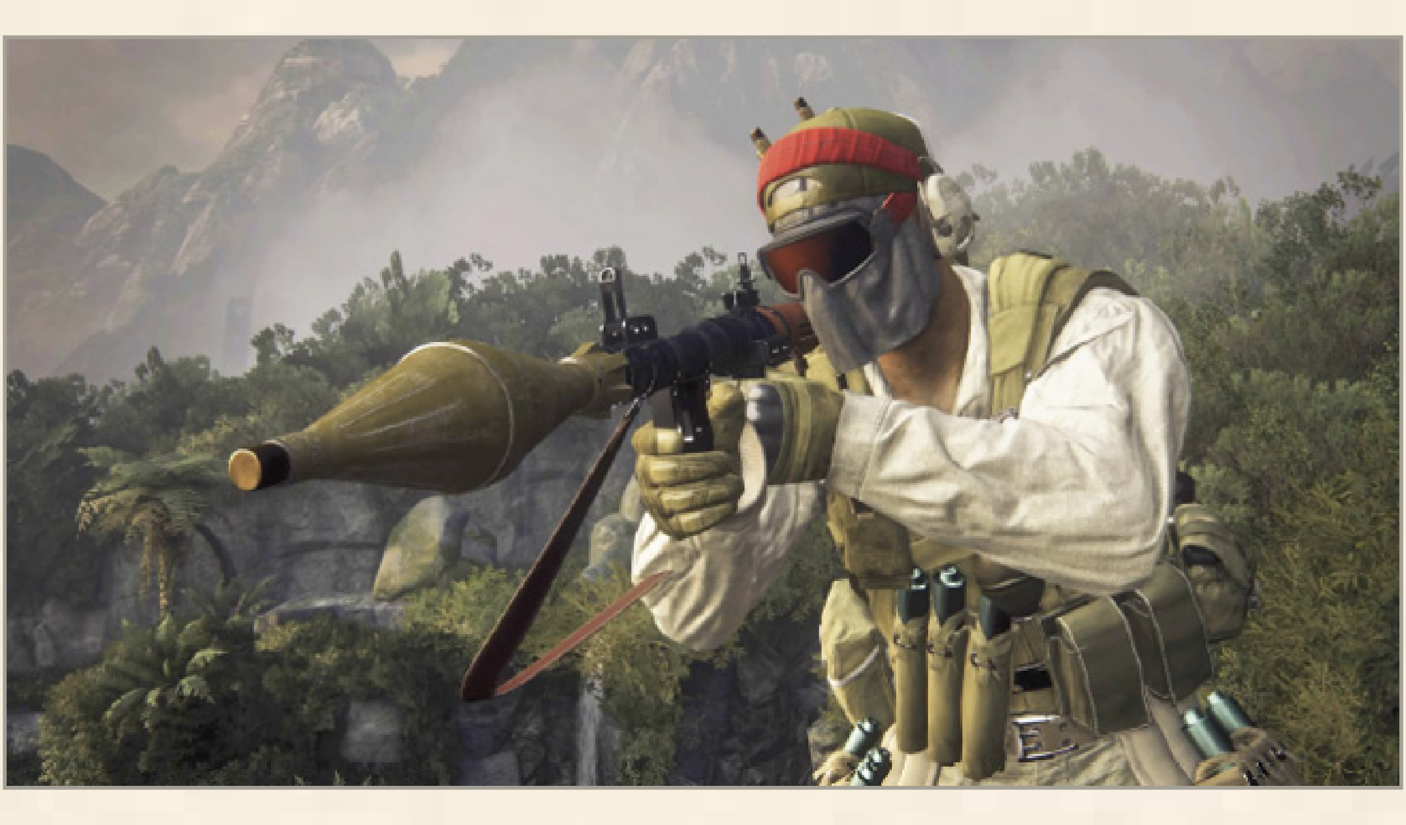
Appearance: Grey outfit, colored grenade rounds on bandolier

Armor: Flak vest

Loadout: China Lake GL

HP: 120

ROCKETEER



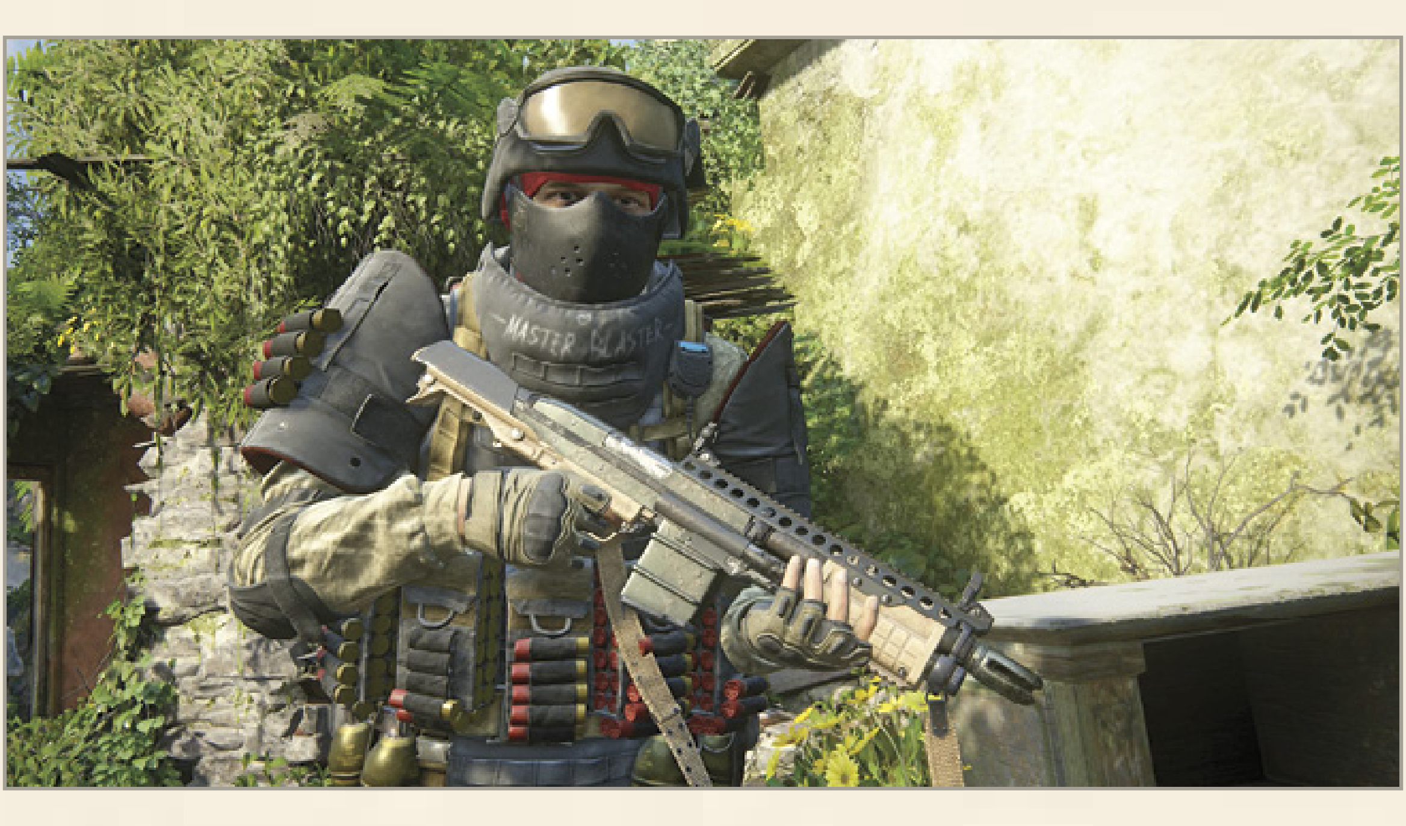
Appearance: Light grey/tan outfit, metallic facemask with red goggles

Armor: Flak vest

Loadout: RPG

HP: 120

HEAVY



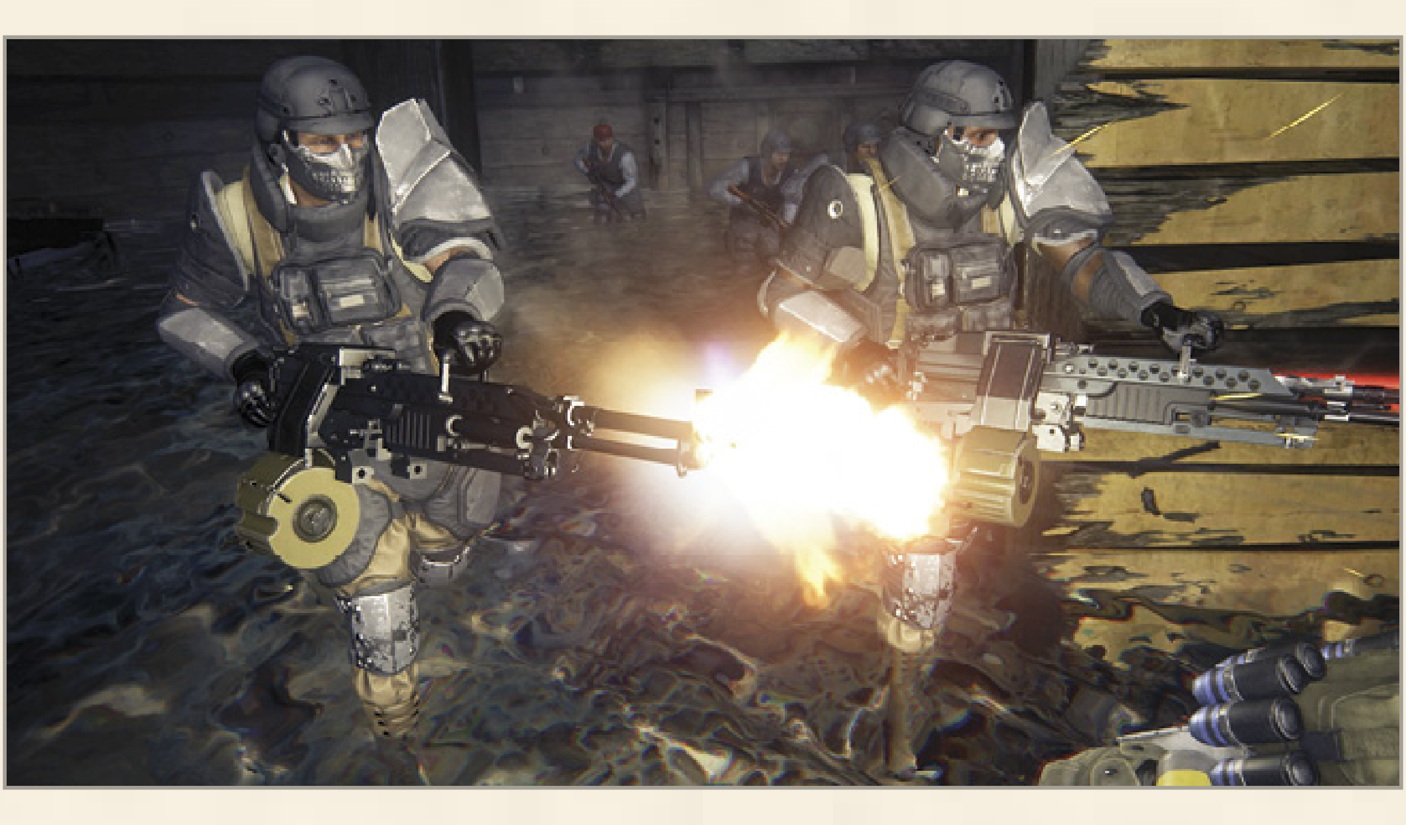
Appearance: Black armor, helmet over red balaclava

Armor: Padded Armor, helmet (must be knocked off before melee if not in stealth)

Loadout: Same as Sniper, Shotgunner, Grenadier, or wields an ARX-160

HP: 250

BRUTE



Appearance: Grey metallic armor

Armor: Heavy full-body armor (cannot be meleed; however, two vertical takedowns or one after knocking the helmet off will defeat the Brute)

Loadout: DShK

HP: 600

Enemy Combat

Use the following information to your advantage the next time you battle Shoreline.

COMBAT CYCLES

Each combat encounter has rules, which cause each enemy to be a designated shooter or a potential shooter.

- **Designated Shooters:** Enemies that intend to constantly shoot. They stand their ground and shoot as long as they have open line of sight on you or your allies.
- **Potential Shooters:** Enemies that prioritize getting into better positions (most notably, behind cover), and then take cover as active shooters to give Designated Shooters a way to get themselves into cover too.

These two roles work dynamically to ensure the enemy is not leaving themselves too exposed, while also maintaining active combat against you.

Enemy Combat Roles

Advancers

Enemies attempt to reposition to get better vantages, lines of sight, cover, etc. This is done with staggered assignments of Advancers. An Advancer is an enemy who will take a path in your line of sight to push their position forward. One at a time, the furthest enemy from you tries to make a forward push to relocate themselves into a better combat position, while covered by his allies. Once this enemy is in a better position, the next will attempt to do the same, leapfrogging continuously until all enemies have reached a more optimal position.

Flankers

Once all enemies are optimally positioned, Flankers may begin to show up, taking a lateral route to get to your side. This is to keep you moving and to prevent you from camping in one spot. Flankers attempt to reach your side with the intent of flushing you out of your current location. They typically take a longer route to avoid direct line of sight and any surrounding firefights.

Pursuers

Pursuers come into play when the enemy loses their line of sight on you. There will only be one Pursuer in a confrontation, and they attempt to secure your last known position and investigate the vicinity. If the pursuit fails, they aggressively search and spread the news to the rest of the group. The group joins the aggressive search and performs sweeping searches for you. The sweeping searches extend beyond your last known location and it begins to feel like you're being followed. If the enemies do not find you, they end up disengaging.

ALLIES DURING COMBAT

Sam and Elena will enter sneak mode to aid you in breaking combat tension. They will hide in cover so that the enemy does not maintain extended combat tension, especially if you are trying to lower this tension. They will not cause a delay in you re-entering stealth. For this reason, there are times while sneaking when they simply become invisible to the enemy after a window of time. Also, allies do not typically steal kills from you nor will they get the final damage on an enemy you are currently engaging.

Basics

Collectibles

There are five types of collectibles in the game: Treasures, Journal Entries, Journal Notes, Conversations, and Weapons. We have designed our walkthrough so that you can easily find all these collectibles the first time you play the Story Mode. We've also included a list of all these collectibles (organized by chapter) in the Extras section of this guide for those not following the walkthrough section by section.

There are 109 treasures hidden throughout the story adventure in *Uncharted 4: A Thief's End*. If you follow our walkthrough, you will find every one of these treasures on your first trek through the game. When you get close to a treasure location, look for a glint of light reflecting off the treasure. Upon closer inspection, a treasure chest icon and a △ prompt appear. Press this button to acquire the treasure. Treasures can be manipulated and inspected more closely by pressing the Options button to bring up the Treasures menu.

JOURNAL NOTES

Journal Notes are letters found along your journey that are added to your Journal. Journal Notes appear with a special icon in the environment. Simply press △ and add it to your Journal. Press the Touch Pad to bring up the Journal and flip through the pages with the right stick.

Many notes are automatically added to your Journal along the natural course of the game. Other notes are optional and require searching. The Optional Journal Notes are tracked in the walkthrough and in the Collectibles Guide in the Extras chapter.

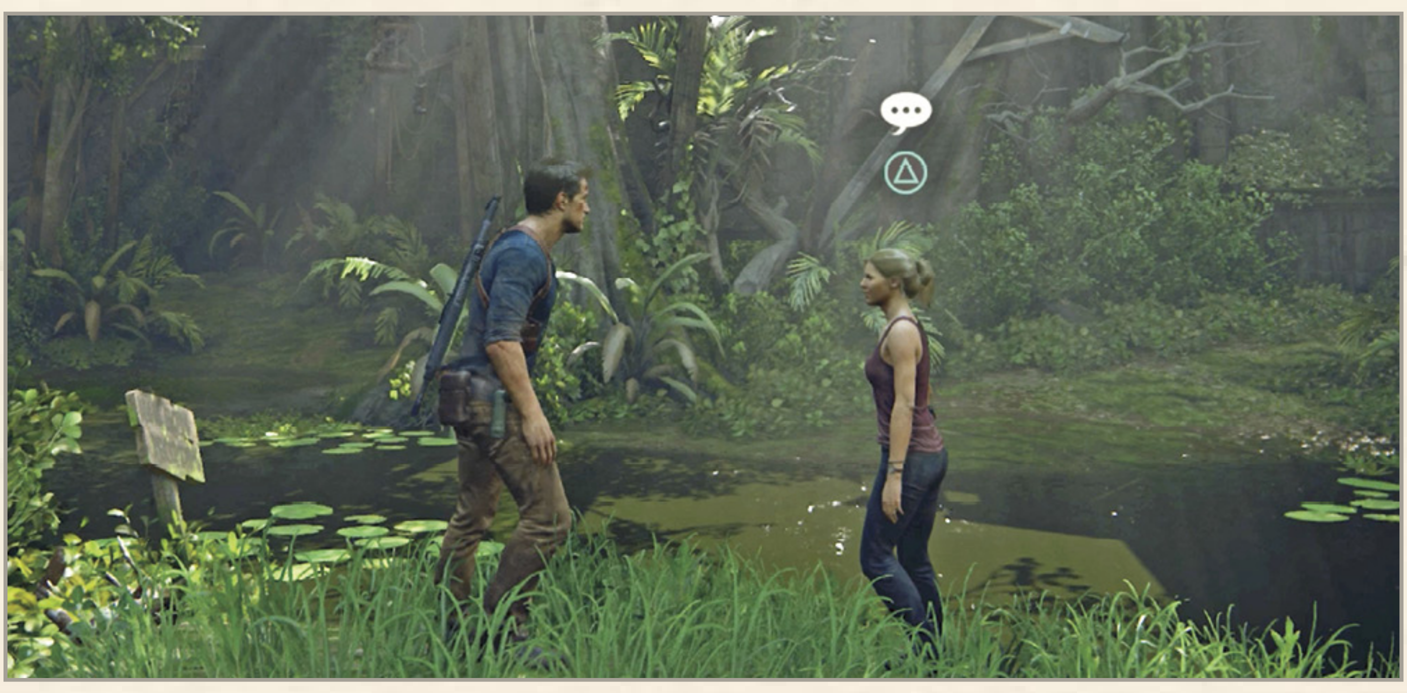
JOURNAL ENTRIES

Journal Entries are sketches and comments (some very amusing) Nathan makes in his Journal along his adventure. Journal Entries appear in the environment symbolized using a special icon. Simply press △ and add it to your Journal.

Many entries are automatically added to your Journal along the natural course of the game. Other entries are optional and require searching. The **Optional Journal Entries** are tracked in the walkthrough and in the Collectibles Guide in the Extras chapter.

CONVERSATIONS

You can't physically pick up conversations, but we've included them in the Collectibles section since their activation is tracked and the "Gift of Gab" trophy can be obtained by listening to all of the Optional Conversations in the game. Similar to the Journal Entries and Notes, there are many conversations in the game, but the ones that are optional must be sought after and initiated. By performing specific tasks (which we reveal in the walkthrough and the Extras chapter), you can trigger Optional Conversations with allies. Once an Optional Conversation has become active, simply walk up to the ally with the conversation bubble icon over their head and press △ to begin the talk.

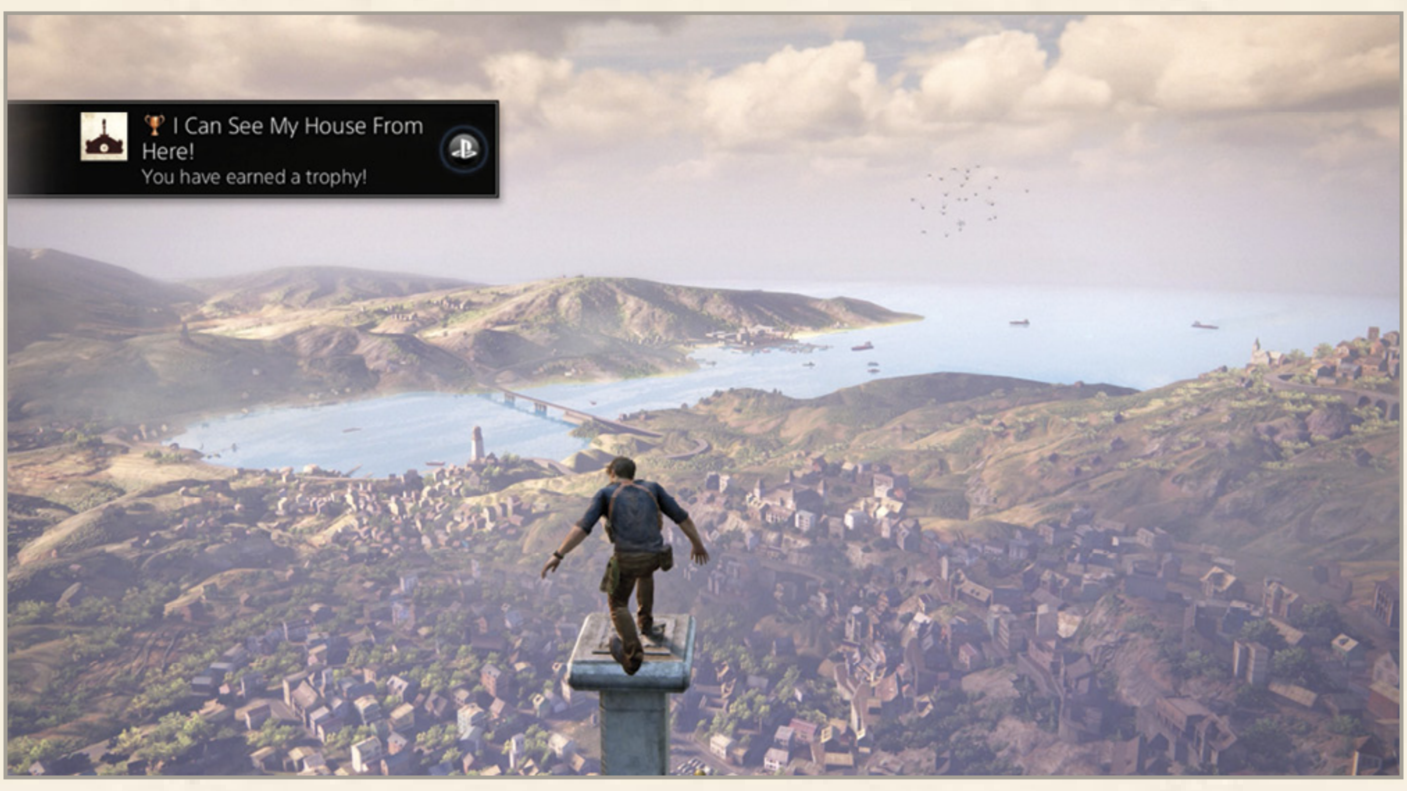


WEAPONS

Of course weapons are "collected," how else would you pick them up and shoot them? But when we refer to weapons as a collectible, we are talking about the "I Accidentally All the Weapons" trophy. This trophy requires that you use all the weapons in the game. In our walkthrough and in the Extras chapter, we have called out all the weapons the first time they become available. To earn this trophy, you must shoot every firearm in this game. You can simply fire off a round in the air—you do not need to kill anyone. However, with the explosives (propane tank and powder barrel), you must either pick it up and melee someone with it or throw it and shoot it, killing an enemy with its explosion.

TROPHIES

We've treated many trophies in the walkthrough as collectibles. The trophies that are chapter-specific have been highlighted in the walkthrough and in the Collectibles Guide in the Extras chapter. Most of these highlighted trophies can only be earned while in a specific level. Others are natural occurrences if you are collecting everything. For example, if you collect the first Journal Entry, you will automatically earn the "Jot This Down" trophy. A complete list of Trophies (with tips) is included in the Extras chapter as well.



I Can See My House From Here!
You have earned a trophy!

Trophy Tip

All trophies can be earned while on the Explorer difficulty setting, except for those that require you to complete the game on the other difficulty settings.

Foreword

Sic Parvis Magna

Well, I guess this is goodbye.

Back in 2006, when we embarked on what would eventually become *Uncharted: Drake's Fortune*, our intention was to make a game that made the player feel like they were taking part in a classic adventure tale: breathtaking scenery, narrow escapes, life-or-death gunfights, freewheeling brawls, and a search for lost treasure. But we knew that none of the scenery or set pieces would matter if there weren't memorable, relatable characters to pull us through the story. We've been all over the world with cigar-chomping con man Victor Sullivan, intrepid journalist Elena Fisher, and of course, thrill-seeking treasure hunter Nathan Drake.

Now, ten years and four games later, *Uncharted 4: A Thief's End* brings the story of Nathan Drake to its conclusion. We wanted to make sure the series went out on a high note, and to that end, the 300-odd artists, programmers, and designers at Naughty Dog poured their hearts and souls into the creation of this game. Taking some of the lessons we learned from the first three games and *The Last of Us*, we also added new features such as the 4x4, the grappling hook, and considerably larger levels than ever before. We've also added all manner of goodies to find: documents, journal entries, treasures, and more. So it's a good thing there's this guide to help you find your way through it all.

It's a bittersweet time at the studio. We've lived with *Uncharted* for a decade, and though we're excited to move onto something new, we're sad to say goodbye to Nathan Drake and his friends, enemies, and frenemies. That said, we're thrilled with how the game turned out; it's the biggest, most exciting, most emotional, and most epic (!) *Uncharted* yet, and we hope you love it as much as we do.

Sic parvis magna!

Josh Scherr
Writer at Naughty Dog

Special thanks to Naughty Dog Co-Presidents Evan Wells and Christophe Balestra, along with Creative Director Neil Druckmann, and Game Director Bruce Straley, as well as Sony Senior Producer Sam Thompson, and Bryan Kurtzman.

Prima Games would also like to thank Arne Meyer, James Myers, Joe Pettinati, Lily Nishita, Felix Park, Hunter Adams, Vivian Alcala, Dan Carrigan, James Elrick, Erik Engel, Justin Fennessy, Andrew Gillespie, Patrick Goss, Connie Huang, Michelle Huynh, Cynthia Ibarra, Daniel Leonard, Richard Lopez, Natalie Lucht, Nicholas Mazur, Joshua McCormick, Jocelyn Mettler, Trevor Stevens, Francesco Spezzotti, Zachary Shepherd, Grant Voegtle, Henry Zurawski, Victor Harris, Bryan Pardilla, Jordan Espinosa, Kevin Keeker, Jack Coleman, Sean Davis, Robert Cogburn, Erin Daly, Sue Pacete, and Russell Williams.

HOW TO USE THIS GUIDE

This table lists all of the collectibles, in the order in which they are found. If you're not using the walkthrough to find all the collectibles, then leave the guide open here so you can go down the list as you play and not miss a thing. The "Closest Walkthrough Step #" column reveals the nearest walkthrough (and map) step number to the treasure without going beyond it. So, if you're having difficulty finding a collectible, you can locate the step number here, find the corresponding step number in the correct walkthrough chapter, and read our description of the collectible location.

The walkthrough uses a color-coding system for collectibles (for example, when a **New Weapon** is available for the first time, the text appears in red). The tables in this chapter follow the same color-coding system. You can also glance at the maps and look for icons. The only collectibles not on maps are trophies and those collectibles that are in areas that do not have maps.

Collectibles

Collectible	Name	Location/Requirement	No.*	Notes
PROLOGUE				
Weapon	Para .45	Starting Weapon, cannot be missed		After reentering the boat, Sam hands you this weapon.
1. THE LURE OF ADVENTURE				
No Collectibles				
2. INFERNAL PLACE				
Treasure	Panamanian Cat Pendant	Bottom of the well near the crates.	2	
Trophy	First Treasure	Find a Treasure.	2	First location possible for this Trophy.
Treasure	Navaja Folding Knife	In the pile of rubble near the window that is pulled out using the grapple.	13	
3. THE MALAYSIA JOB				
Treasure	Antique Padlock	Under a log on the right side near the start.	N/A	
Treasure	Chiriqui Shark Trinket	In the center of the left-side cave, before the trailer.	N/A	
Treasure	Antique Pocketwatch	Right side of the field with the trailer.	N/A	
Treasure	Antique Arcade Token	On the barge, on a shelf next to the worker on the stair platform.	N/A	
Conversation	My Man	Barge, worker up the stairs on the barge	N/A	
Conversation	Wasn't The Slowest Dive	Barge, worker near shipping container	N/A	
4. A NORMAL LIFE				
Weapon	Toy Gun (toy-gun)	Attic. Can't be missed. Required for progression	N/A	
Trophy	Still Got It	Hit all 4 targets in the attic with the toy gun. Don't miss the high target above the rafters on the desk-side of the attic.	N/A	
5. HECTOR ALCAZAR				
Weapon	Aegis 9mm	Starting Weapon	N/A	
Weapon	MP34a	Guards throughout the Prison carry these.	N/A	This weapon is ONLY available here.
Weapon	HS39	Alcazar's men drop these when they die.	N/A	
6. ONCE A THIEF				
Treasure	Mughal Water Container	Edge of the cliff on the far left once the estate is in view.	1	
Treasure	Nephrite Brass Cup	Windowsill of the guard shack by the barrels.	6	
Conversation	The Little Things You Miss	Orchard, shortly after the guard shack.	7	
Conversation	Your Other Wonderful Finds	Near the final arch, just after grappling out of the orchard house.	10	
Treasure	Viking Cloak Clasp	On the desk in the room where you meet with Sully.	15	Return to the room after the cinematic to find the treasure.
Treasure	Mother of Pearl Horn	Follow Sam outside to the balcony. It's on the right side on the stone trim.	15	
Conversation	Exit Strategy	Outdoor balcony, as Sam is looking at the garden.	15	
Treasure	Persian Bronze Bowl	On the stack of supplies by the stairs and pipes.	15	
Treasure	Brass Barber's Bowl	In the cellar under the stairs next to the casks.	15	
Treasure	Syrian Vase	On the roof near the fire escape, reached just after crawling through vents.	16	
Treasure	Persian Candlestick	On a side balcony only accessible from the upper walkway where you boost Sam up to the ladder.	17	
Treasure	Mughal Dagger	On the outside of one of the columns in the swing bar cave, just before the utility room.	26	
7. LIGHTS OUT				
Weapon	Fossa R-81	Can be found on the roof before the walkway in the balconies area, and on one of the final enemies on the bridge.	55	
Weapon	Spezzotti 12 Gauge	One enemy carries this weapon in the ballroom.	63	
Weapon	XCR	Guards in the ballroom.	63	This weapon is ONLY available here.
Weapon	Condor	Second wave of enemies that kick down the ballroom doors.	63	Crushing Only
8. THE GRAVE OF HENRY AVERY				
Treasure	Redware and Silver Jug Flask	Near the dead-end in the far left side of the initial landmass.	1	
Treasure	Bronze Boar	Cave on the lower right side of the initial landmass	2	
Treasure	Carved Wood Kashkul	Back right corner, behind a tree near the cliffs and tall grass in the dynamite and crate puzzle area.	7	
Weapon	Dynamite	Center of the crate puzzle area - cannot be missed.	8	
Weapon	AK-47	Enemies carry these in the crate puzzle area.	11	
Treasure	Carved Nut Bottle	Small cave on the left just after climbing the crate puzzle. Blow up destructible crates with dynamite.	13	
Weapon	Mettler M-30	Far right side of the enemy bridge area near a propane tank and behind a small wooden fence	26	
Weapon	Propane Tank	Scattered throughout the bridge area	26	
Weapon	Barok .44	One on a crate on the far side of the bridge. Also, the second to last enemy on the bridge carries one.	30 & 34	
Weapon	Turret	Right side of the upper bridge area.	26	Crushing Only
Treasure	Traveling Inkwell with Seal	Small lower alcove after the swing bar.	44	
Treasure	Carved Ivory Vanitas	Above the entrance to the cemetery, in front of the statue.	48	
Journal Entry	Excavated Grave	In an open grave on the left side of the graveyard after entering.	49	
Trophy	Jot This Down	Find a Journal Entry.	49	First possible location for this Trophy.
Journal Note	Monk's Letter	In the back left corner of the room at the bottom of the tomb stairs.	51	
Trophy	Take a Note	Find a Journal Note.	51	First possible location for this Trophy.
Treasure	Scottish Ha'penny	In the side room to the left of the puzzle room.	51	
Conversation	Thing For St. Dismas	After examining the door puzzle statues in the tomb.	51	
Conversation	It Looks Like A Constellation	After solving the door puzzle, before opening the door. This Conversation is tied to the Journal Entry "Libra Constellation Sketch."	51	
Journal Entry	Libra Constellation Sketch	Stand back and look at the door after solving the puzzle and before interacting with it. This Journal Entry is tied to the Conversation "It Looks Like A Constellation."	51	
Trophy	Ghost in the Cemetery	Get through the cemetery combat encounter without killing or being seen.	52	
Weapon	Flintlock	In the cave crawl space, next to the skeleton.	63	
Treasure	Slipjoint Clasp Knife	In the cave crawl space, in the center of the cave.	63	
Treasure	Pewter Singing Bird Box	In the cave on the upper right side, past the small gap/jump.	65	
Treasure	Tortoise Shell Snuff Box	Head down the rock spire to the area Sam climbed up from. Look in the cave.	82	
Weapon	Pistole	In a cave under the first landmass you land on while facing the Shoreline battle.	83	
Treasure	Persian Tailoring Scissors	After the first set of stairs, in nook under the staircase	97	
9. THOSE WHO PROVE WORTHY				
Journal Entry	Tew's Warning	The hanging gibbet near the starting position.	1	
Treasure	Lantern Mounted Flintlock	In a small cave just before the broken bridge.	1	You must obtain thistreasure before crossing the broken bridge.
Trophy	Trials And Tribulations	Solve the 3-cross puzzle in Scotland in 10 moves or less.	4	
Journal Entry	Door Mechanism	On the lock hole after opening the door in the 3-cross puzzle.	4	
Conversation	As I Live And Breathe	Walk toward the cliff edge on the left just after leaving the 3-cross puzzle.	4	
Treasure	Strange Pendant	Secondary grapple rope on the right, in a massive cavern hidden from view. Swing to a cave platform.	5	First of three Strange Relics.
Treasure	Amatory Box	Head down the left side cliff face, near the push crate Sam interacts with.	7	
Treasure	Pewter Box	Small room past the eavesdropping cinematic. Behind a toppled statue.	14	
Treasure	Memento Mori Skull Watch	Climb down the cliff wall near the broken bridge after the push crate.	20	
Treasure	Scottish Tipstaff	Behind some crates on the platform with the grapple crate.	22	
Journal Note	Thomas Howard Letter	After dropping down to the lower area, on a skeleton.	26	
Weapon	Turret	Impossible to miss...	41	
Weapon	Mazur LDR	Around the platform Drake and Sam swing to with the first sniper.	44	
10. THE TWELVE TOWERS				
Rock Cairn	Rock Cairn 1	At the fork across from the starting point.	1	
Treasure	Sawasa Ware Tobacco Box	Building ruins on upper platform, on second-floor winch.	2	
Rock Cairn	Rock Cairn 2	Left side of the road.	3	
Journal Note	British Soldier Letter 1	In cave behind waterfall, requires pushbox.	4	
Treasure	Eroded Flintlock Pistol	In cave behind waterfall, requires pushbox.	4	
Rock Cairn	Rock Cairn 3	On a boulder near the river just before the mud hill.	4	
Rock Cairn	Rock Cairn 4	On a boulder on the left just before the bridge.	4	
Rock Cairn	Rock Cairn 5	On a boulder on the left side of the road, under a tree.	5	
Rock Cairn	Rock Cairn 6	On the boulder with the lemurs, on the right.	6	
Rock Cairn	Rock Cairn 7	On the right side when driving up the boulders.	7	
Journal Entry	Condent's Sigil	At the base of the tower near the top of the hill.	8	
Treasure	Mughal Ivory Powder Flask	At the top of the tower, near the top of the hill on a crate.	8	
Rock Cairn	Rock Cairn 8	On a boulder to the left of the building ruins.	12	
Treasure	Parchment Scroll	Building ruins on the left side of the road, on a box.	12	
Rock Cairn	Rock Cairn 9	On a boulder in the center of the area.	13	
Treasure	Ancient Fertility Idol	Inside cave / rock formation, left side on a box.	13	
Weapon	Mk-NDI	Multiple locations throughout the area.	15	
Weapon	FAL	Shoreline enemy.	15	
Weapon	Raffica	Shoreline enemy.	15	
Weapon	RPG	Two Shoreline enemies on the tower.	15	Hard or Crushing Only
Journal Entry	Baldridge's Sigil	Base of the tower behind the TNT door.	24	
Treasure	Pocket Celestial Map	Top of the building ruins, on a window sill.	27	
Rock Cairn	Rock Cairn 10	On a boulder in the center of the area.	27	
Rock Cairn	Rock Cairn 11	On a boulder in the center of the area, by the trees.	28	
Journal Note	British Soldier Letter 2	Inside the well on the right.	28	
Treasure	Pewter Letter Cylinder	Inside the well on the right, requires winch.	28	
Treasure	English Ale Bottle	Inside a building on the left.	29	You need to leap off the jeep hood to reach the first grip point.
Rock Cairn	Rock Cairn 12	On a boulder in the center of the area.	31	
Rock Cairn	Rock Cairn 13	To the left of the building ruins.	31	
Treasure	Mughal Box	Building ruins at the top of the mountain on the left.	31	
Treasure	Antique Tea Tin	In the rubble behind the TNT door.	32	
Rock Cairn	Rock Cairn 14	Center of the area, before the two pillars on the road, on the left.	32	
Weapon	China Lake GL	Inside the back of the pick-up truck.	34	
Treasure	English Musket Bandolier	In a hidden basement behind destructible wooden boards.	34	
Rock Cairn	Rock Cairn 15	Left side, on a boulder.	35	
Journal Entry	Signal Tower	Approach the Signal Tower.	35	
Conversation	Some Kind Of Dream	Talk to Sam while standing near Signal Tower.	35	
Conversation	How're You Doing?	Talk to Sully while standing near Signal Tower.	35	
Treasure	Scottish Two Pence Coin	Top of the Signal Tower.	35	
Journal Entry	Bonny's Sigil	Base of the tower on the right.	36	
Rock Cairn	Rock Cairn 16	Right side of the road near the cliff edge.	49	
Trophy	Not A Cairn In The World	Knock over all rock cairns in Madagascar.	49	
Treasure	Scottish Snuff Mull	Right side of the entrance, on crates.	55	
Treasure	Brass and Ivory Tankard	Left of the winding stairs next to the wall, behind boxes.	56	
Treasure	Muff Pistol	Inside crates on the right of winding stairs. You need to destroy the crate.	56	
11. HIDDEN IN PLAIN SIGHT				
Treasure	Earthenware Mug	Back alley on the left, past the stairs.	1	
Treasure	"Antique" Compass	Stall on the right side, haggle with the vendor.	1	
Trophy	Don't Feed The Animals	Buy an apple, then interact with the Lemur.	3	
Conversation	I'm Gonna Get A Dog	Market before the stairs, interact with the Lemur.	4	
Treasure	Nephrite and Jade Bowl	Side room on the left, at the base of the statue.	8	
Trophy	Treasure Hunter	Collect 50 Treasures.	8	First possible chance for this Trophy.
Treasure	Ivory Handle Dagger	Balcony near the top of the clocktower, next to balance beams.	34	
Trophy	I Can See My House From Here	Climb to the very top of the clocktower and stand perfectly still.	34	
Treasure	Brass Globe Hand Warmer	On the floor amid the rubble after your fall.	35	
Trophy	Glamour Shot	Take a photo of Sully after solving the puzzle.	35	
Trophy	Stage Fright	After the cinematic ends, stand perfectly still for 30 seconds. (If you skip the cinematic, you will not receive the trophy.)	35	
12. AT SEA				
Trophy	On Porpoise	Get three dolphins to follow the boat at the same time.	1	See our Walkthrough for the specific location of the dolphins.
Treasure	Combination Lock Tobacco Box	Inside a broken barrel on the section of island facing the ship.	1	
Journal Note	Burnes' Note	Inside a satchel on an island with crates and barrels near the ship.	1	
Journal Entry	Sunken Ship	Stand on the beach, facing the sunken ship.	1	
Treasure	Brass Pocket Sundial	Inside the sunken ship.	1	
Trophy	Marco Polo Returns!	Swim around the reef near the sunken ship.	1	
Journal Entry	Grave	On the beach to the left.	1	
Journal Note	Burnes' Note 2	On crates in a cave in the back.	1	
Journal Entry	Dead Pirate on the Pole	Approach the skeleton hanging from the pole.	1	
Treasure	Silver and Wood Tankard	Small alcove to the right of the skeleton.	1	
Treasure	Persian Silver Pen Box	Cave to the far right of the skeleton.	1	
Treasure	Panamanian Pendant	Small alcove on the left side of the second island.	1	
Treasure	Persian Leather Notebook Case	High cliff near an arch.	1	Get to the top of the boat to reach the first grip point
Treasure	Deccani Bronze Spouted Bowl	Side path on the right.	15	
Treasure	Mughal Elephant Carving	Small cave, just after jumping across the gap.	22	
Conversation	Nice View	Approach the cliff edge that faces the ocean on the left.	26	
Treasure	Ottoman Helmet	Inside the base of the watchtower.	32	
Treasure	Decani Bronze Vase	Upper platform above the slide on the left.	35	
Treasure	Strange Relic	Swing across with the grapple rope to the area with the bird feeder.	37	Second Strange Relic.
Journal Entry	Cistern	Traverse to the lower right side and look at the cistern.	38	
Treasure	Hamsa Mythical Goose	At the base of the statue with the grapple rope.	40	
Treasure	Pique Tortoise Shell Box	Upper platform in water area between rooms.	41	
Journal Entry	Diorama	Side room on the left shortly after dropping down.	42	
Conversation	A Staging Ground	Interact with all interactables in the hideout.	42	
Journal Entry	Large Avery Statue	Stand in front of the Avery statue.	46	
13. MAROONED				
Treasure	Persian Ring	In a cliff face crevasse to the far right.	10	
Treasure	Wood Tankard	In the back left of the cave, near the exterior waterfall.	15	
Journal Entry	Impaled Skeleton	Impaled skeleton on the wall before the cave slide.	17	
Treasure	Spy Glass	By the crab on the left inside water-filled cave.	19	
Journal Note	Treasure Note	Inside the skeleton's satchel beneath the traversal area.	21	
Journal Entry	Hanging Skeleton	From the skeleton (Note), look up at the hanging skeleton with the piton.	21	
Weapon	Copperhead SR7	Enemy in the area.	46	
Weapon	Condor	Enemy in the area.	46	
Weapon	M14 Custom	Enemy in the area.	49	
Weapon	ARX-160	Enemy in the area.	49	
Weapon	DShK	Brute.	49	Crushing Only
Treasure	Dress Dirk	Dark path on the left past the skeleton with the Note.	56	
Journal Note	Hayes' Letter	In the satchel next to the skeleton before the rockslide.	56	
Treasure	Frechen Bearded Bottle	Under the floorboards in the side room while crawling under the building.	60	
14. JOIN ME IN PARADISE				
Treasure	Carved Horn Bird Sculpture	Opposite platform from the start in a wagon.	1	
Conversation	Quite The Find	While Sam is taking in the Colony at the start.	1	
Conversation	Traded With Other Colonies	Blacksmith's: Interact with the cutlass.	2	
Journal Note	Letter To Father	Second floor of the blacksmith's, in the bedroom.	2	
Conversation	Tavern Talk	Tavern: Sit in the chairs on the 2nd floor.	3	
Journal Entry	Horse Bones	Barn: Interact with Horse Bones.	4	
14. JOIN ME IN PARADISE (CONTINUED)				
Conversation	The Simplest Explanation	In the Barn.	4	
Journal Entry	Pirate Code Of Conduct	Interact with the monument / statue by the barn.	7	
Treasure	Mughal Vase	Inside the general store which is before the Avery statue.	8	
Conversation	If We Had A Camera	Jail: By the stock.	9	
Journal Entry	Sam In The Stock	Stand near Sam as he places himself in the stocks.	9	
Journal Entry	Defaced Avery Statue	Inspect the marking behind the Avery Statue.	9	
Treasure	Ancient Stone Pot	Jail: In the middle cell.	9	Enter through the hole the open leftmost cell
Treasure	Prince / Princess Painted Copper Bottle	Right path after climbing the ladder.	12	
Weapon	Powder Keg	Scattered throughout the area.	17	You MUST kill an enemy with this to count toward the trophy
Treasure	Mughal Jade Bottle	Jump across the gap, then shimmy to the left.	43	
Journal Note	Colonist Letter	On a desk on the lower floor.	43	
Treasure	Slipjoint Claspknife	Hidden area near the cliff edge, requires grapple rope.	66	
Treasure	Large Bronze Boar	Side room: Requires grapple rope.	69	
Treasure	Stout Vase	Upstairs on a table.	71	
Treasure	Mughal Serving Vase	Behind a pillar on the right.	73	
Conversation	Bodies Are Dressed More Fancy	Talk to Sam when he's examining a corpse.	73	
15. THE THIEVES OF LIBERTALIA				
Trophy	Peaceful Resolution	After being marooned, leave everyone alive until you reach the Treasury.	1	
Conversation	What The Hell Happened Here?	Interact with the impaled skeleton, then approach Sam.	1	
Journal Entry	Avery Statue Head	Far back of the treasury.	1	
Treasure	Emerald Flask	Under a tipped over shelf near the front.	1	
Journal Note	Inventory Sketches	The second chest Nate inspects.	1	
Journal Note	Manifest	The second drawer/cabinet Nate inspects.	1	
Journal Note	Inventory Note	The fourth drawer/cabinet Nate inspects.	1	
Conversation	Libertalia Money	Talk to Sam. Can't be missed	2	
16. THE BROTHERS DRAKE				
Treasure	Toy Soldier	On a bench by the fountain on the right.	1	
Conversation	Remind You Of Anything	Inspect the letter in the back room.	4	
Treasure	Toy Seaplane	At the top of the stairs.	4	
Conversation	Even The Author's Name Is A Fake	Inspect the General History of Pyrates book in the sunroom.	4	
Conversation	Disintegrate In My Backpack	Inspect the General History of Pyrates book in the sunroom.	4	
Treasure	Pirate Snowglobe	Upper balcony across from where Drake climbs up.	6	
17. FOR BETTER OR WORSE				
Conversation	Have You Been Here Long	Shortly after climbing the ladder at the intersection.	2	
Treasure	Mughal Flared Vase	Take a left at the fork after climbing the ladder.	2	
Conversation	Did Sully Fill You In	Shortly after the first conversation, after crossing the river.	5	
Treasure	Mughal Hinged Box	Go down the stairs that lead to the dead-end/broken bridge.	21	
Conversation	Quite A Feat	Approach the elevator.	21	
Conversation	At Least I Didn't Lie Again	Immediately after the last conversation.	21	
Trophy	Just Floor It	Drive away in the jeep with Elena without killing any enemies.	23	
Journal Entry	Water Wheel	Look at the giant water wheel used for the puzzle.	43	
Treasure	Jade Serving Bowl	Balcony to the left of the push crate.	45	
Treasure	Ancient Stone Bowl	Cliff edge past the jeep and the crate in the back	61	
Journal Note	Caretaker Letter	In a shack on the right side of the river	74	
Treasure	Pewter Incense Burner	Just outside the back window of the shack with the letter	74	
Treasure	18th Century Combination Lock	Second floor of the water wheel building by the elevator.	75	
Conversation	It's Like A Postcard	Approach Elena while riding the elevator.	76	
Conversation	What Made You Change Your Mind	Immediately after the first conversation.	76	
Journal Entry	Collapsed Bridge	Approach the right side of the cliff before the ledge.	80	
Journal Note	Dead Colonist Note	Satchel near a skeleton on an upper ledge.	83	
18. NEW DEVON				
Conversation	Digna Factis Recipimus	Approach the sign before the large double doors.	1	
Conversation	Hodie Mecum Eris In Paradiso	Approach the large double doors.	1	
Treasure	Mughal Stout Vase	Far left side in the back, in bushes.	1	
Treasure	Small Mughal Dagger	Hanging cage with skeleton, back right of the area.	1	
Treasure	Mughal Candle Holder	Archway to the left of flooded/sunken house, back left.	8	
Journal Note	Note from England to Condent	On a bed next to the skeleton in the sunken house.	11	
18. NEW DEVON (CONTINUED)				
Journal Note	Note from Baldridge to Want	By the hanging skeleton after Shoreline base.	29	
Conversation	They Were Both Founders	Pick up the note by the hanging skeleton.	29	
Treasure	Mughal Circular Box	Across the river, by the grapple rope point.	30	
Conversation	I'm Fine... You?	Immediately after landing in the water after the slide.	35	
Treasure	Mughal Headdress	Corner of the building exterior, underwater past the statues.	36	
Journal Note	Letter from Condent to Baldridge	On a desk in one of the side rooms.	38	
Journal Entry	Gunsway Vase	Sitting on a small table in the main room.	38	
Treasure	Spanish Brass Chalice	Back end of the hall behind the couch.	39	
Journal Note	Tew's Invitation	On the table after the cinematic.	49	
Journal Entry	The Dead Captains	The table, after the cinematic.	49	
Trophy	Lost Art of Journaling	Find all Journal Entries.	49	
Journal Note	"May God Forgive Me"	By the fireplace before the exit.	50	
Treasure	Mughal Painted Elephant	To the left side of Avery's house, by the canons.	54	
Conversation	Sounds Like My First Job	After entering Avery's Music Room, talk to Elena.	55	
Weapon	DShK	Brutes during the fight.	62	
Journal Note	Avery To His Subjects	Elena hands it to Nate. Can't be missed.	62	
Treasure	Mughal Dinnerware	Second floor, on a table.	63	
19. AVERY'S DESCENT				
Treasure	Ancient Stone Vessel	After rockslide into the booby-trapped chamber.	NA	Enter the dead-end passage to the left of a non-explosive mummy and drop down a series of ledges.
Treasure	Mughal Decorative Cudgel	Enter the cave to the left of the mermaid statues.	NA	
20. NO ESCAPE				
Treasure	Jade Flower Pendant	Upper platform on the right, requires piton.	3	
Weapon	RPG	Rocketeer is armed with one and another is on the floor beside him.	21	Sully throws one to you after the truck chase.
Treasure	Stoneware Bearded Jug	Lower area, inside a house on a desk.	44	
Treasure	Stout Jade Vase	Inside a building on a table, accessed by a hole in the docks.	46	
Journal Note	Exley's Journal	Second building on the right, on a table on the first floor.	58	
Treasure	Painted Spouted Vase	Third building on the right, on a dresser on the second floor.	58	
Treasure	Mughal Perfume Bottle	Building with hole in the wall on the left, in the rubble.	59	
21. BROTHER'S KEEPER				
Treasure	Mughal Enamel Bird	Ledge on the left before grapple rope, requires rope to reach.	3	
Journal Note	Burnes' Grandson's Note	Skeleton by the tree near the cliff, before the grapple rope.	13	
Trophy	Lost History	Find All Journal Notes.	13	
Treasure	Stone Vase	Small box near turtle.	20	
Treasure	Strange Fruit	Hidden cave in the ceiling, requires grapple rope.	29	Last Strange Relic.
Trophy	Relic Finder	Collect all three Strange Relics.	29	
Treasure	Rajasthan Box	Cave on the right in the dark out of the water.	44	
22. A THIEF'S END				
Treasure	Mughal Egg Pendant	Underwater cave on the right.	1	
Trophy	Treasure Master	Find all Treasures.	1	
Weapon	Cutlass	Can't be missed. Required to fight Rafe.	5	
Trophy	I Accidentally All The Guns	Use every weapon in the game. (Trophy will unlock when swimming away from Avery's ship.)	5	
Trophy	Swordmaster	Perfectly parry Rafe without getting slashed or stabbed. (Trophy will unlock when swimming away from Avery's ship.)	5	
EPILOGUE				
Trophy	Best Score!	Beat Elena's high score of 3,500 in the retro game.	1	You can't get this trophy in a "A Normal Life."
Conversation	Where's Mom And Dad?	Interact with Vicky on the Dock.	13	
Trophy	Gift of Gab	Listen to all Optional Conversations.	13	
Trophy	Charted!—Explorer	Complete the game in Explorer mode.	N/A	
Trophy	Charted!—Light (Easy)	Complete the game on Light.	N/A	The trophy unlocks during the credits.
Trophy	Charted!—Moderate (Normal)	Complete the game on Moderate.	N/A	The trophy unlocks during the credits.
Trophy	Charted!—Hard	Complete the game on Hard.	N/A	The trophy unlocks during the credits.
Trophy	Charted!—Crushing	Complete the game on Crushing.	N/A	The trophy unlocks during the credits.
Trophy	Charted!—Speedrun	Complete the game in 6 hours or less.	N/A	The trophy unlocks during the credits.

Closest Walkthrough Step Number (without passing it)

Trophies

The trophies break down like this: 45 Bronze, 9 Silver, 1 Gold, and 1 Platinum. All Trophies can be acquired in Explorer mode, except for the "Charted!..." series of trophies that require you to play the game in the various game difficulty settings.

Trophy List

Trophy Name	Trophy Description	Trophy Type
PLATINUM		
One Last Time	Collect All The Trophies	Platinum
COMPLETIONS		
Charted!—Explorer	Complete the game in Explorer mode	Bronze
Charted!—Light (Easy)	Complete the game in Light mode	Bronze
Charted!—Moderate (Normal)	Complete the game in Moderate mode	Bronze
Charted!—Hard	Complete the game in Hard mode	Bronze
Charted!—Crushing	Complete the game in Crushing mode	Silver
Charted!—Speedrun	Complete the game in 6 hours or less. Find tips at the end of this chapter.	Silver
COLLECTIBLES		
First Treasure	Find a Treasure	Bronze
Treasure Hunter	Find 50 Treasures	Bronze
Treasure Master	Find all 109 Treasures	Silver
Relic Finder*	Find the 3 Strange Relics	Bronze
COLLECTIBLES (CONTINUED)		
Jot This Down	Find a Journal Entry	Bronze
Lost art of Journaling	Find all Journal Entries	Bronze
Take a Note	Find a Journal Note	Bronze
Lost History	Find All Journal Notes	Bronze
COMBAT		
Head of the Class!	Defeat 20 enemies with headshots	Bronze
You Have a Head For This Business	Defeat 50 enemies with headshots	Bronze
Hangman's Bullet	Perform 20 headshots from the rope	Bronze
Stealth First Ask Questions Later	Stealth take-down 5 enemies	Bronze
Shh Sleep Now	Stealth take-down 30 enemies	Bronze
I thought I heard something	Perform 30 vertical stealth takedowns	Bronze
Run-and-Gunner	Defeat 50 enemies from-the-hip or blind-firing	Bronze
Leapfrog	Defeat 10 enemies in a row, alternating gunplay and hand-to-hand	Bronze
Unstoppable!	Defeat 100 enemies in a row without dying in combat	Silver
Sharpshooter	Complete game with 70% or higher shot accuracy	Bronze
Rushing Roulette	Defeat enemies with a pistol, machine gun, and grenade, in that order, in 15 seconds	Bronze
Ghost in the Cemetery	Get through Scotland cemetery combat encounter without killing or being seen	Silver
Butterfingers	Make 10 enemies drop their grenades	Bronze
Boom County	Defeat 4 enemies with the same explosion (all explosive items and weapons apply)	Bronze
Defeat 10 in 60 - China Lake GL	Defeat 10 enemies in 60 seconds with the China Lake Grenade Launcher	Bronze
Hang Tough!	Destroy 10 vehicles while being dragged from the rope	Bronze
Run The Table	Defeat enemies with a stealth attack, melee attack, headshot, and explosives, in that order, in 15 seconds	Silver
Hitting a Brick Wall	Defeat 5 armored enemies with melee only	Bronze
Peaceful Resolution*	After being marooned, leave everyone alive until the Treasury	Silver
Wingman	Perform 10 combo buddy takedowns	Bronze
Cliffhanger	Pull 20 enemies over when hanging from a ledge	Bronze
Ludonarrative Dissonance*	Defeat 1000 enemies	Gold
FUN		
Don't Feed The Animals*	Play with the lemur in the market and let it steal your apple	Bronze
I Accidentally All The Guns*	Use every weapon in the game (shoot firearms but kill with propane & powder kegs)	Bronze
Not a Cairn in the World*	Knock over all rock cairns in Madagascar	Bronze
FUN (CONTINUED)		
I Can See My House From Here!*	Climb to the very top of the Clocktower in the City	Bronze
Trials and Tribulations*	Solve the first Trial in Scotland in 10 moves or less	Bronze
Best Score!*	Beat the best score (3500) in the retro videogame	Bronze
Gift of Gab*	Listen to all optional conversations in game	Silver
Marco Polo Returns!*	Play in the ocean near the sunken ship	Bronze
Stage Fright*	Just prior to City Chase, stand perfectly still for 30 seconds (stage demo fail)	Bronze
Just Floor It!*	Drive away in the jeep with Elena without killing any enemies	Bronze
On Porpoise*	Get three dolphins to follow the boat at the same time	Bronze
Still Got It!*	Hit all 4 targets in the attic with the toy gun (look for the hidden one high above the desk end of the attic)	Bronze
Glamour Shot*	Take a photo of Sully	Bronze
Swordmaster*	Perfectly parry Rafe in the sword fight without getting slashed or stabbed	Silver
MULTIPLAYER		
Continue the Adventure	Complete the Uncharted Multiplayer Introduction	Bronze
Get In The Game	Complete 5 matches in Multiplayer	Bronze
Trials by Fire	Complete all trials on Moderate (difficulty) in Multiplayer	Bronze
Friends Forever!	Spawn 10 Sidekicks in Multiplayer	Bronze
Medic!	Revive 10 Allies in Multiplayer	Bronze

**Hidden Trophy*

Extras

Crushing Mode

For information on what to expect in the very difficult Crushing gameplay mode, see the Basics chapter. You can also check the tables in this section to see which first-time weapons appear in Crushing mode only.

Extras

Speedrun Tips

To achieve the Speedrun trophy “Charted!—Speedrun,” you must play *Uncharted 4: A Thief’s End* in under 6 hours. Here are some great tips to consider while attempting this:

- Play in Explorer mode (the easiest difficulty).
- Hop constantly, roll up slopes. The only time this is not faster is when you trigger combat tension and Combat Sprint initiates.
- Turn Lock-On Aim on.
- Skip Cinematics.
- Skip as many combat encounters as possible by just running through them to the end. (Very few encounters actually require you to kill everyone to progress.)

Encounters that require all enemies killed:

- Once A Thief: Auction ballroom (until the garden doors open).
- Those Who Prove Worthy: Scotland dormitories (if you fail to stealth for the “Ghost in the Cemetery” trophy).
- The Twelve Towers: Madagascar sniper tower area can be done by just driving onto the bridge and winching it down—enemies won’t hit you; the drawbridge challenge can be skipped by just spinning the crank, but you may need to rely on luck to not be shot while turning the crank.
- Hidden in Plain Sight: The enemy convoy.
- New Devon: The battle in Avery’s House.
- No Escape.

Prologue

The story opens on a stormy, churning sea. Nathan Drake is trying to coax another knot or two of speed from a fishing boat as pursuing craft close the distance from behind. Nathan's brother Sam Drake desperately clings to the gunwale as towering waves batter the small boat.

Collectibles

New Weapons: Para .45

RAM THE PURSUERS!

When the cutscene ends, take control of the vessel. Press **R2** to accelerate and use the left control stick to steer. First, try to ram the smaller boats that overtake and circle you. Use the right stick to swivel your camera view around to spot attackers as they approach from the rear, and then veer hard into their hulls as they try to speed past.

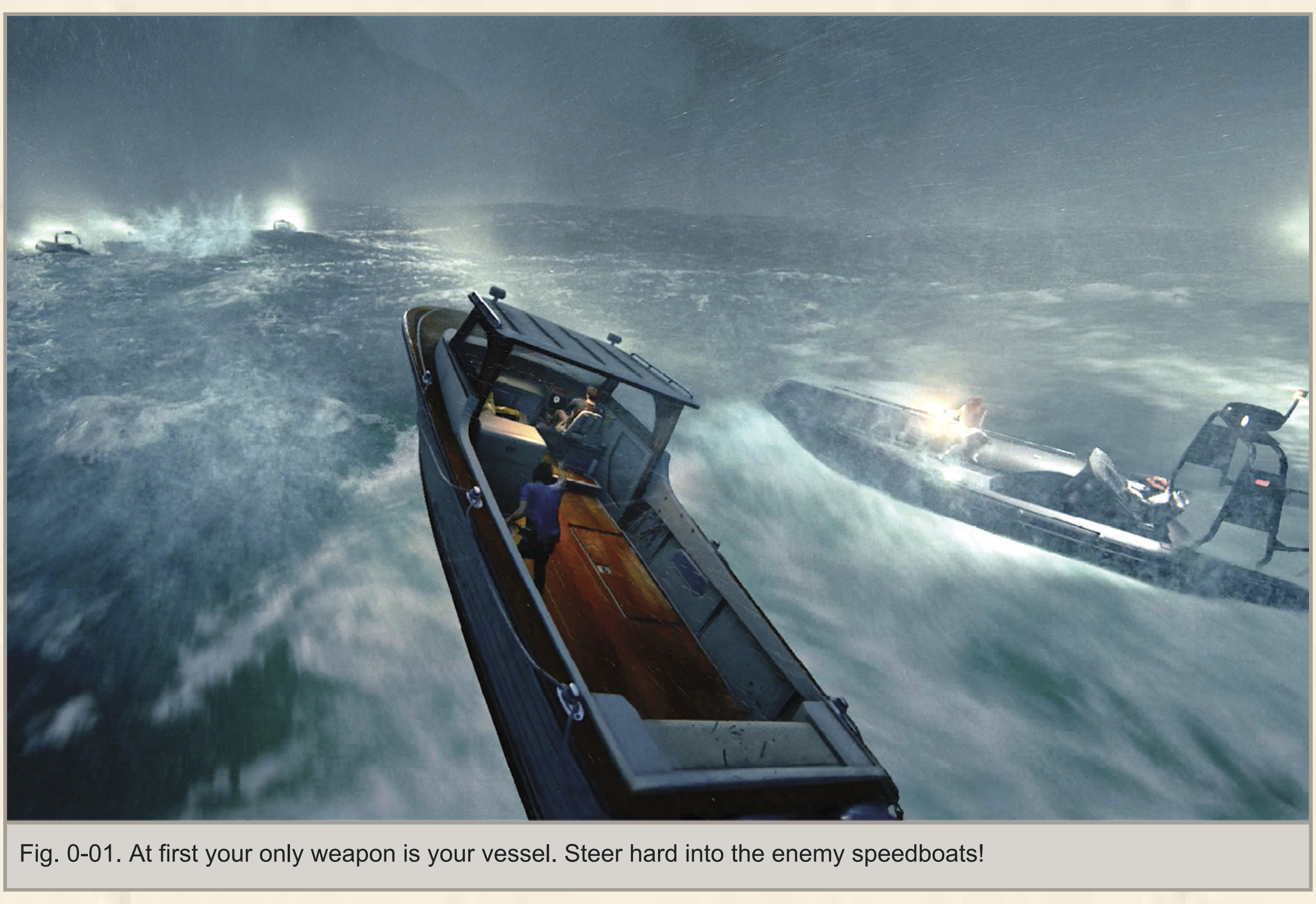


Fig. 0-01. At first your only weapon is your vessel. Steer hard into the enemy speedboats!

Soon a much bigger enemy launcher appears and starts slinging explosive mines into the water around you. Veer away and keep ramming smaller boats until a mine detonates under your boat and knocks Nathan into the briny sea.

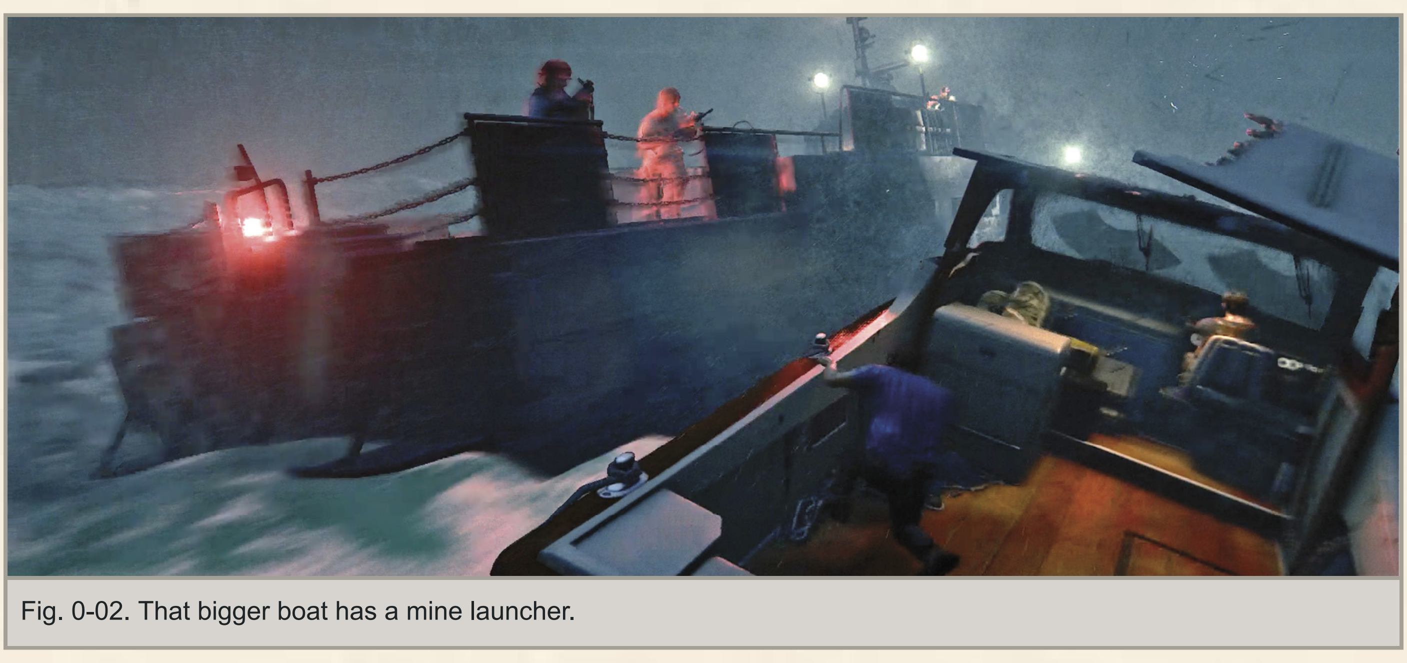


Fig. 0-02. That bigger boat has a mine launcher.

SWIM BACK TO THE BOAT

Once you're in the water, press ⊗ to swim toward the surface. Be ready! An enemy boat bears down on you. Quickly press ○ to dive back underwater and dodge the propellers. Press ⊗ again to resurface, and then swim toward your boat. When you reach the hull, press ⊗ to climb aboard.

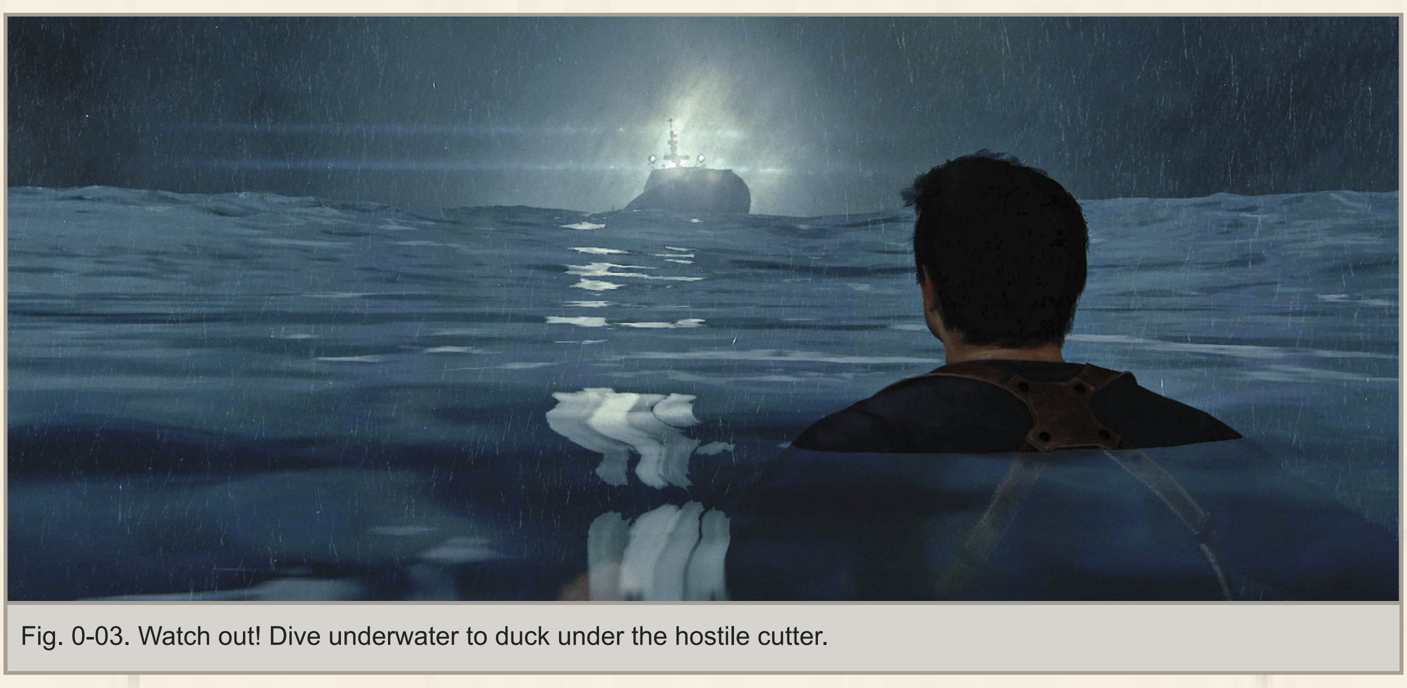


Fig. 0-03. Watch out! Dive underwater to duck under the hostile cutter.

FIGHT OFF THE ATTACKERS

Unfortunately, your boat is dead in the water—a sitting duck. Sam starts working on the engine, so your job now is to protect him. Nathan is armed with a **New Weapon**, the **Para .45** pistol. Start shooting gunmen on enemy boats that pull up alongside. To shoot: Hold the **L2** trigger to bring up the targeting reticle onscreen (the small white circle), use the right stick to aim (i.e., move the reticle over targets), and press **R2** to fire your weapon. Keep shooting foes until Sam announces that the engine is fixed.

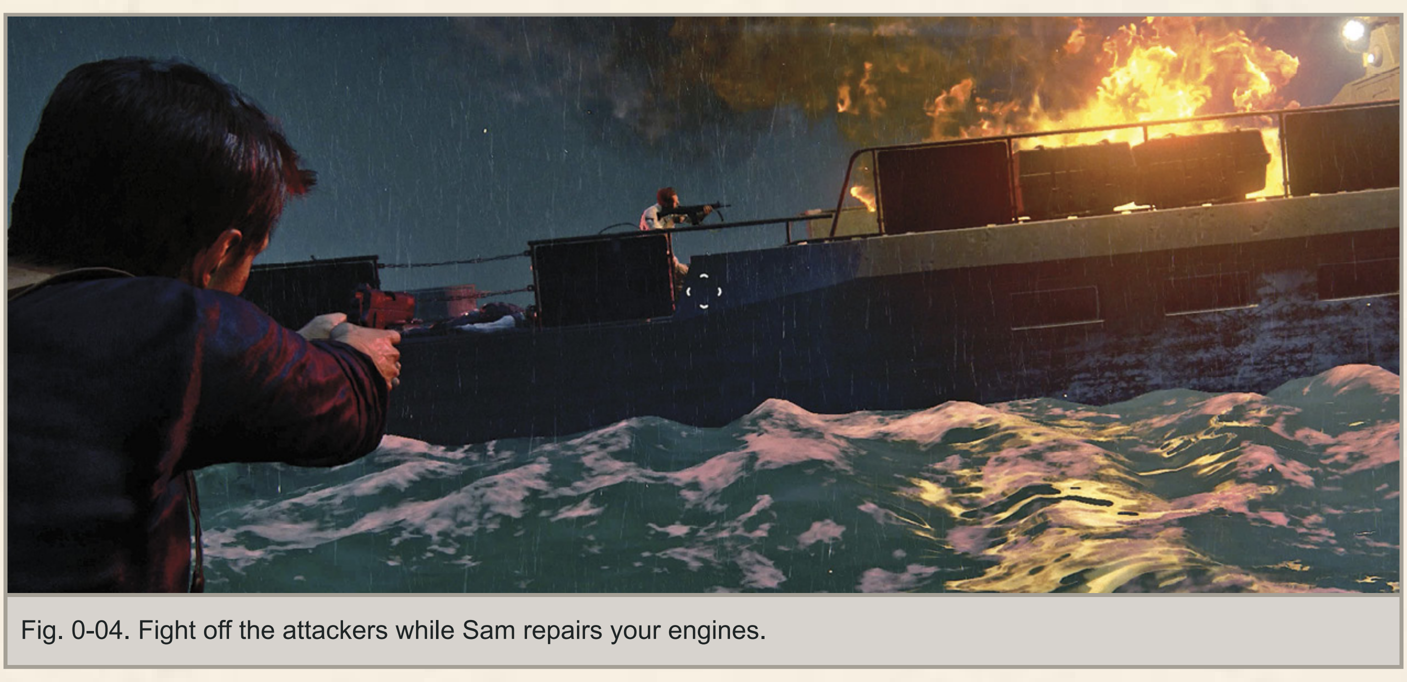


Fig. 0-04. Fight off the attackers while Sam repairs your engines.

STEER TOWARD THE ISLAND

Hustle back into the cabin and press △ to take the helm again. Accelerate and steer in any direction, veering between rocks. After a few seconds, the burning enemy launch rams your boat broadside, sending Nathan and Sam tumbling into the choppy water...

PRIMA GAMES

UNCHARTED 4 A Thief's End

Story Walkthrough

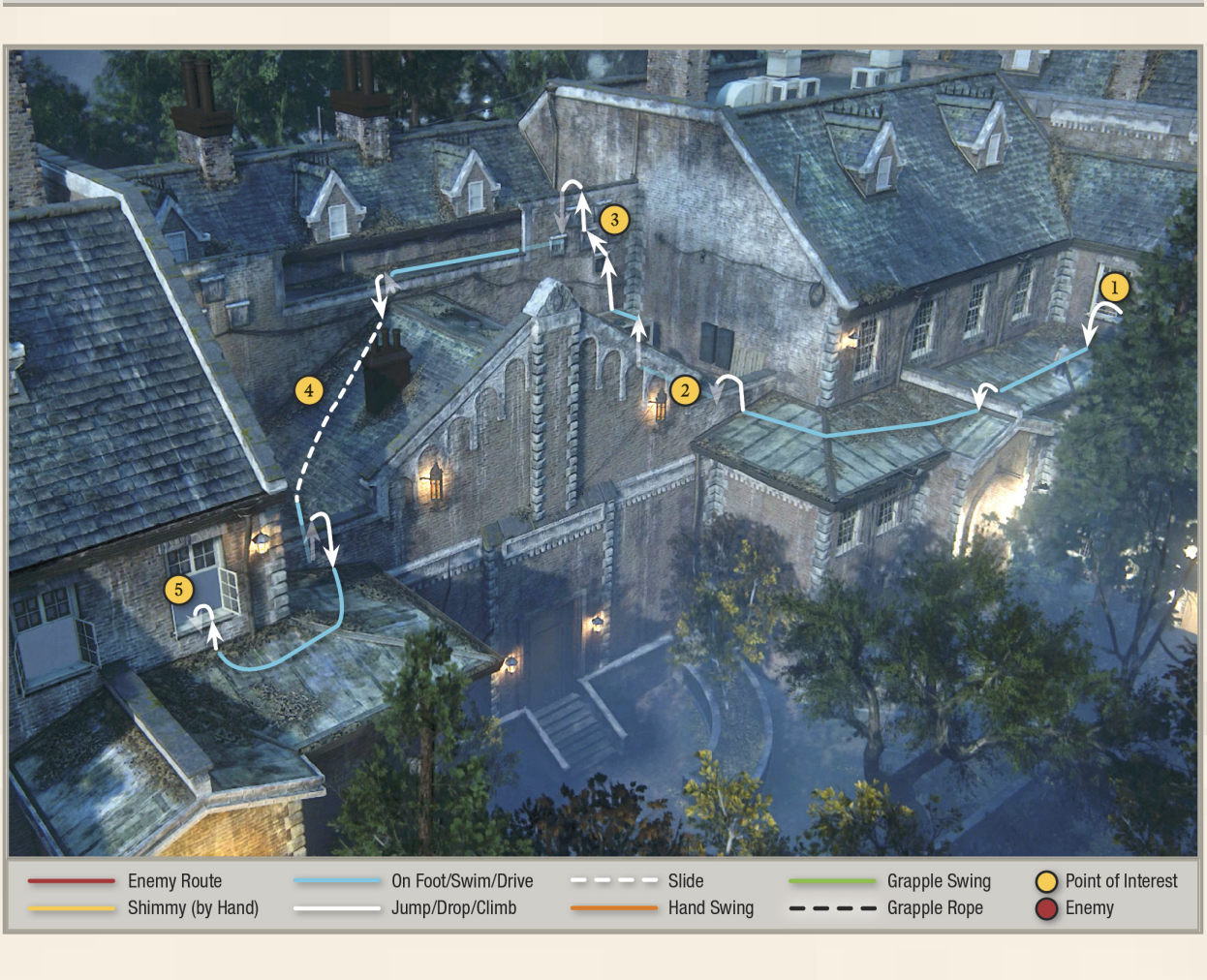
Chapter 1: The Lure of Adventure

The underwater plunge triggers a boyhood flashback sequence. A young Nathan Drake sulks in his drab childhood home, Saint Francis Boy's Home in Boston. Banished to the dormitory for fighting, Nate endures a lecture from Sister Catherine. After she exits, Nathan spots a signal light flashing across the grounds. It's Sam, his brother...

TIME TO CLIMB

This walkthrough leads you step-by-step through the first few climbing challenges. Later, we'll scale back our directives and you can rely more on our climbing route maps

WORK YOUR WAY TOWARDS SAM



Push your controller's left stick toward the open window and press ✕ to vault onto the roof outside **(1)**. Proceed past the row of barred windows and vault the low wall. Then move around the next corner and hop over another wall **(2)**.

The next roof is too slippery to scale, so climb atop the nearby power unit against the brick wall. Jump to grab the top of the ventilation grate above it. Then use the series of decorative masonry blocks above the grate *(see Fig. 1-1)* to pull yourself up the wall **(3)**. When you get over the wall, Nathan hangs on and dangles. Press ○ to drop to the next rooftop.

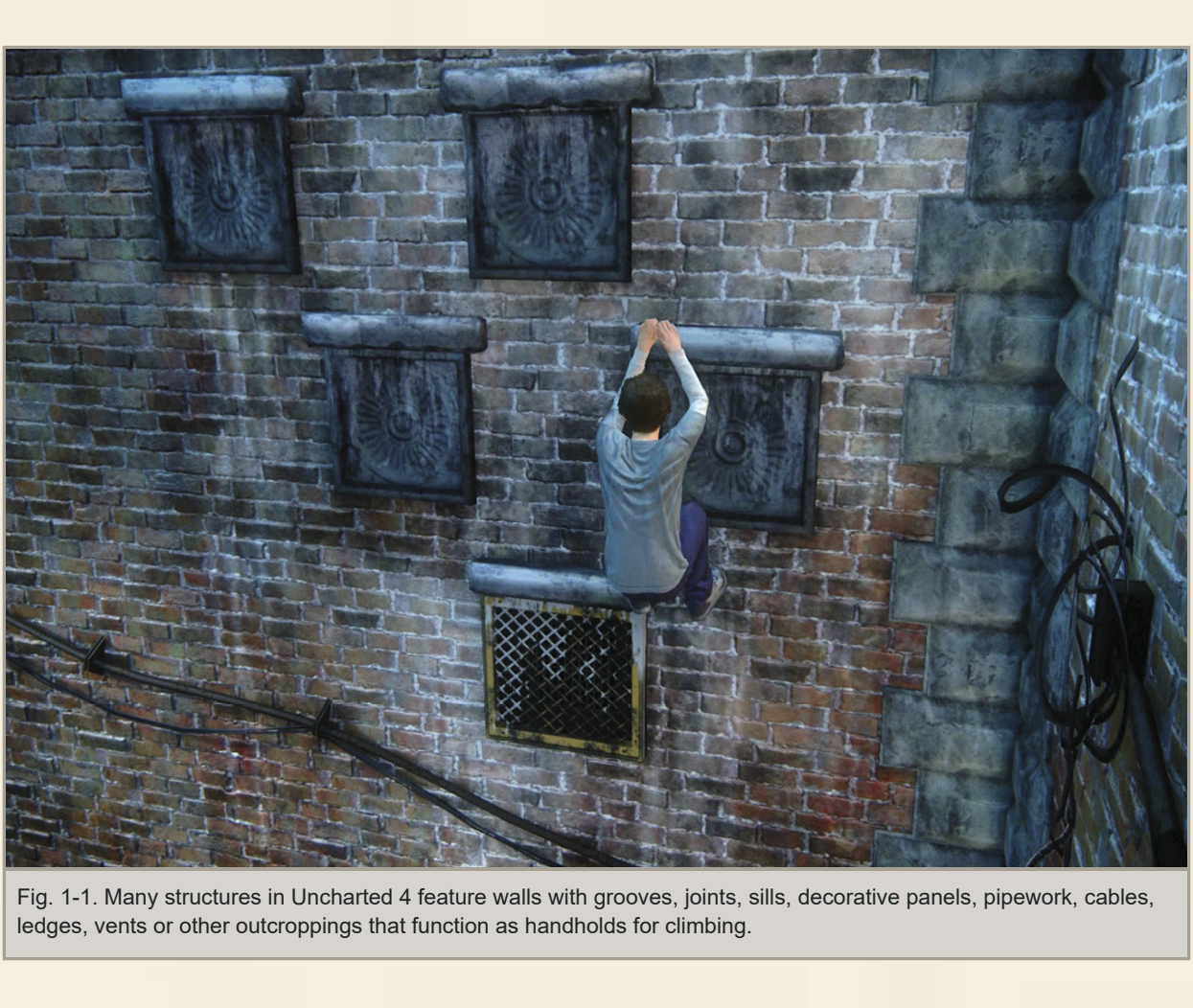


Fig. 1-1. Many structures in Uncharted 4 feature walls with grooves, joints, sills, decorative panels, pipework, cables, ledges, vents or other outcroppings that function as handholds for climbing.

Walk to the far end of the low wall on your left and pull yourself over. Nathan lands on a steeply sloped roof **(4)** and slides to the bottom. Vault over the next low wall and move along the roofs to the open window **(5)**. Climb inside to enter the infirmary.

FIND THE REPORT

Approach the infirmary's exit door and press △ to open it. Proceed down the next corridor until Nathan spots the priest and nun in the waiting room up ahead. Move to the left edge of the doorway and press ○ to take cover. Wait and watch until the priest exits via the opposite door and the nun exits via the left side door.

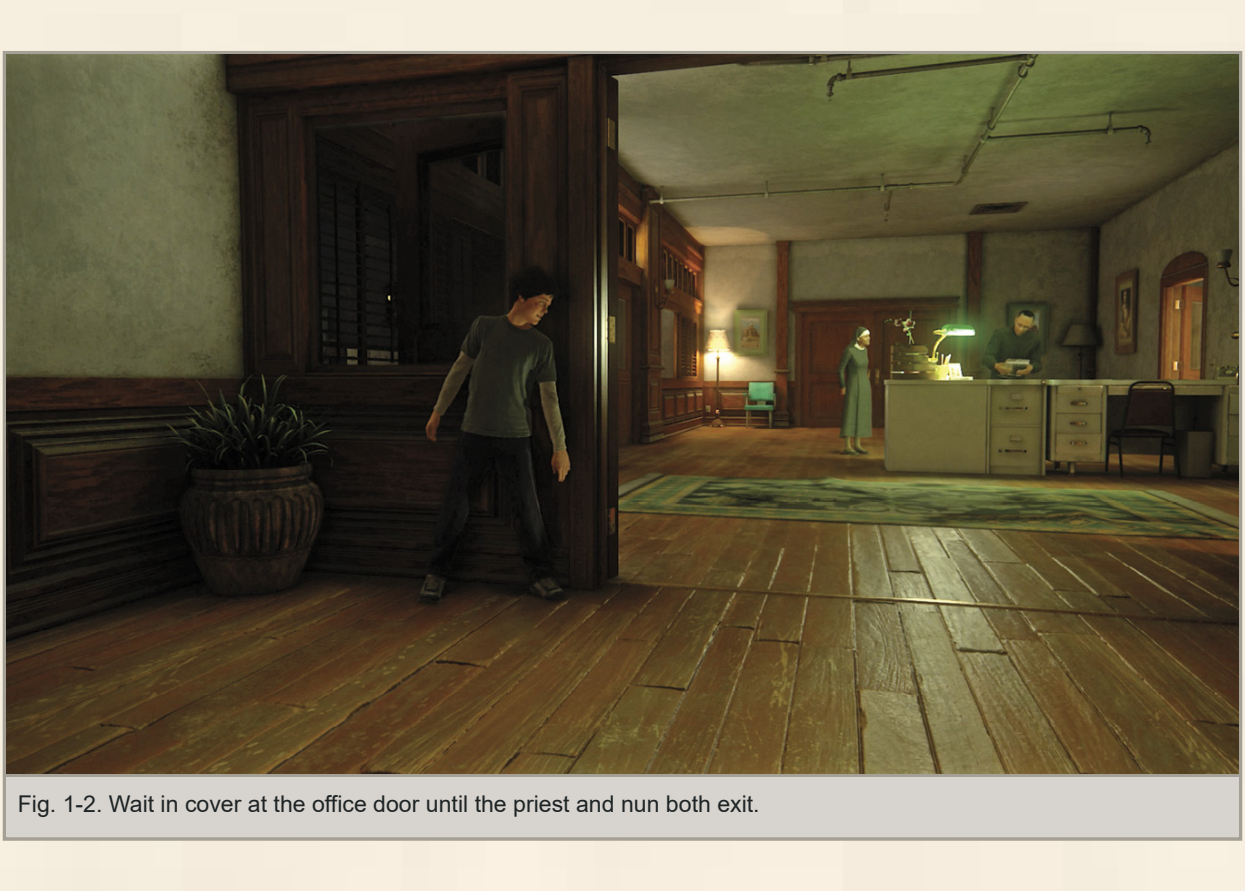


Fig. 1-2. Wait in cover at the office door until the priest and nun both exit.

Now you can emerge from cover and duck into an office via the open door on the right. Approach the wooden work desk to see the △ icon appear onscreen over a paper on the desktop. Press △ to pick up the Behavioral Report Form regarding Nathan's incident. You can read it in close-up if you want, and then press ○ to put it back.

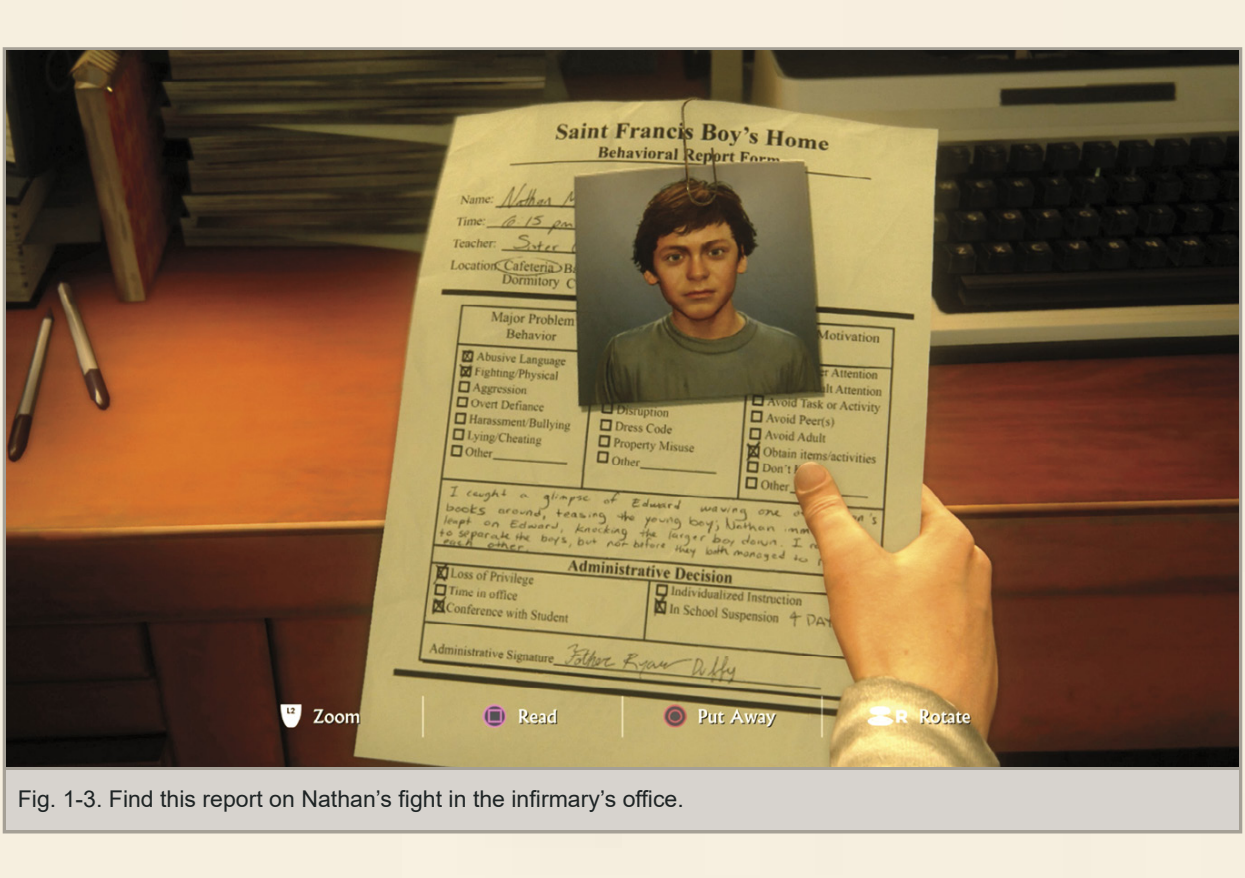
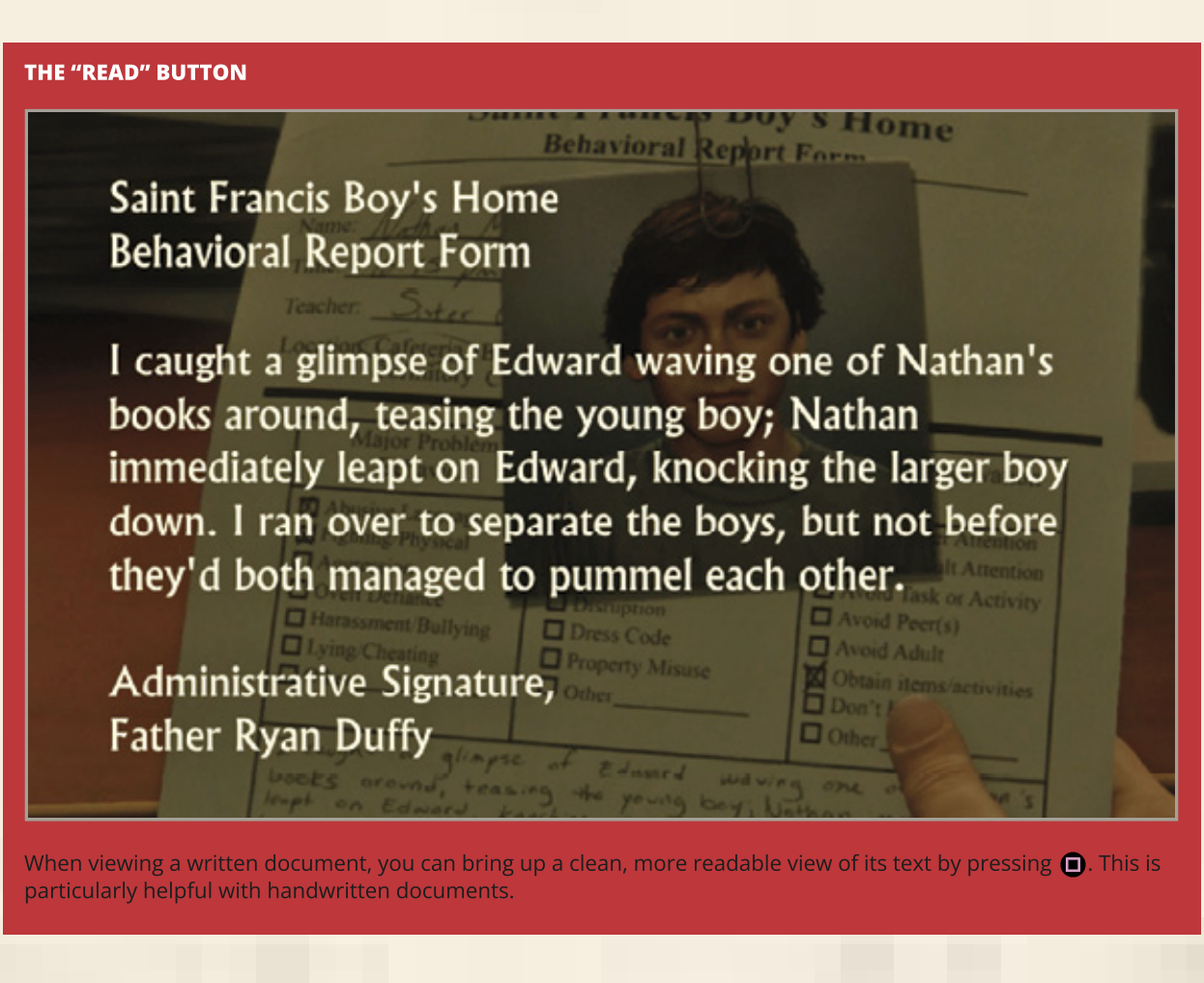


Fig. 1-3. Find this report on Nathan's fight in the infirmary's office.

THE "READ" BUTTON



Saint Francis Boy's Home
Behavioral Report Form

I caught a glimpse of Edward waving one of Nathan's books around, teasing the young boy; Nathan immediately leapt on Edward, knocking the larger boy down. I ran over to separate the boys, but not before they'd both managed to pummel each other.

Administrative Signature,
Father Ryan Duffy

When viewing a written document, you can bring up a clean, more readable view of its text by pressing ▢. This is particularly helpful with handwritten documents.

Exit the office. You can try the exit door that Father Duffy used, but it's locked. Instead, take cover at the edge of the doorway leading into a large activity room where Sister Catherine is writing on the whiteboard.

SNEAK PAST SISTER CATHERINE

Your next destination is the open window over in the far left corner of the activity room. Dash into the room and take cover behind the low cabinet. Wait until the nun crosses the room. Dash across behind her and take cover behind the sofa. Watch as Sister sneaks a cigarette from a pack of smokes hidden in the tree planter by the window.

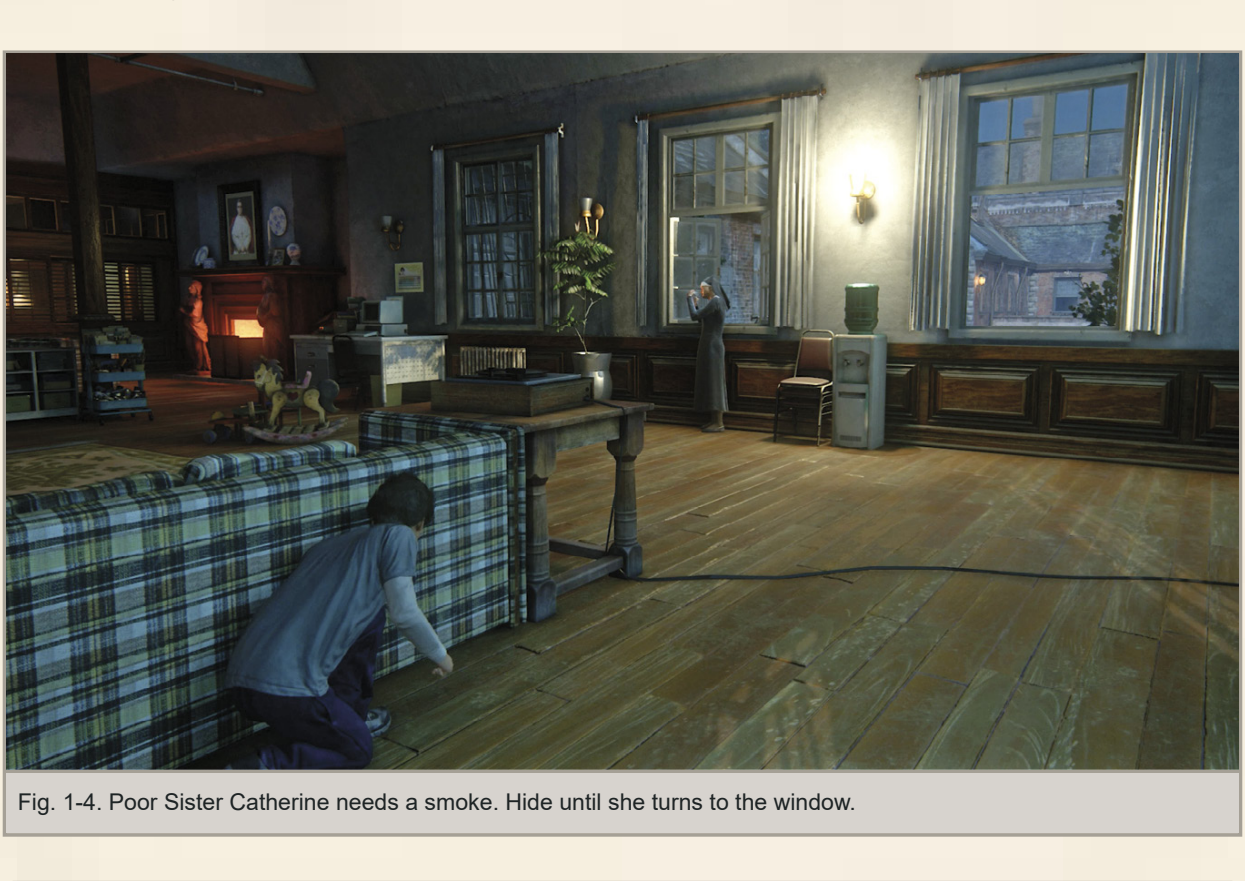


Fig. 1-4. Poor Sister Catherine needs a smoke. Hide until she turns to the window.

The L3 Button

When the **L3** icon appears onscreen, click your left controller stick. The camera view swivels and centers on a point of interest—often your next objective or destination. Nathan or another character may add a helpful comment as well.

After she lights up, Sister leans out her window to blow the smoke. (Be wary here: after each drag on her cigarette, the nun turns and suspiciously surveys the room.) As she faces away from Nathan, hustle to the open window and jump out.

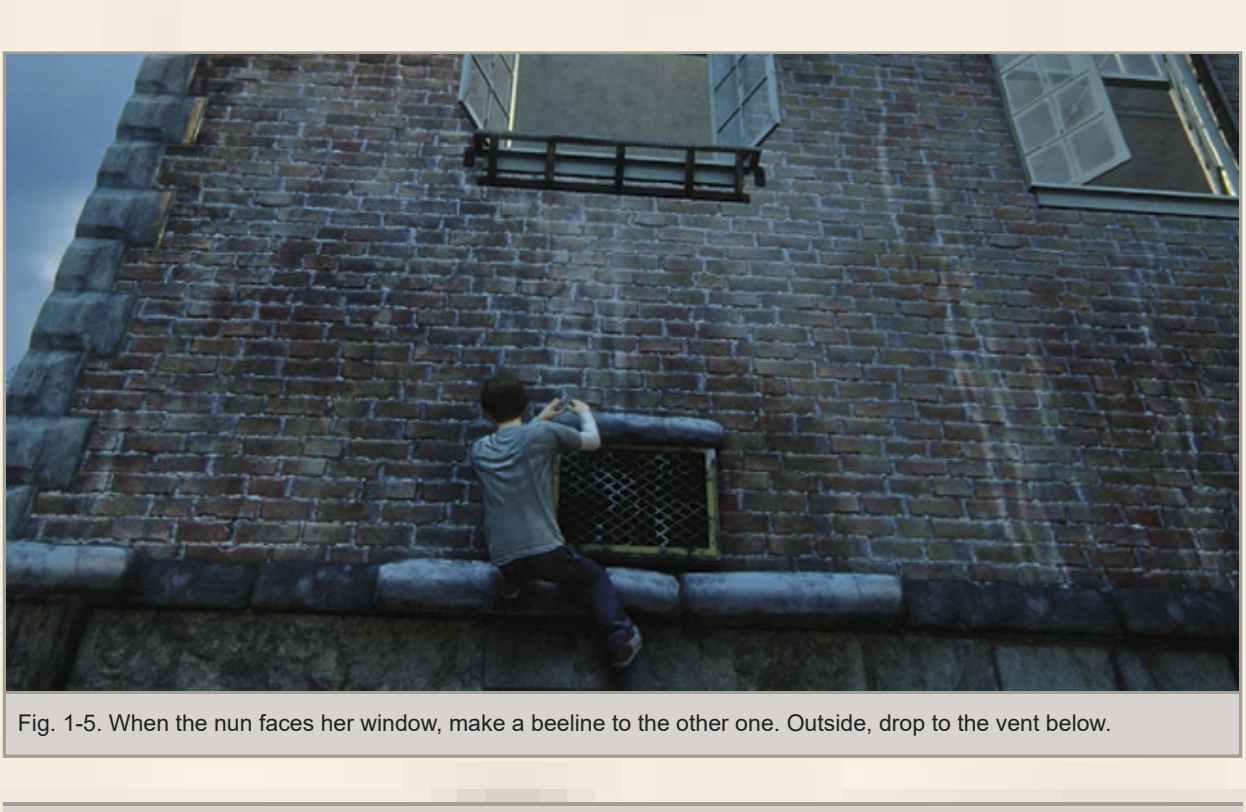
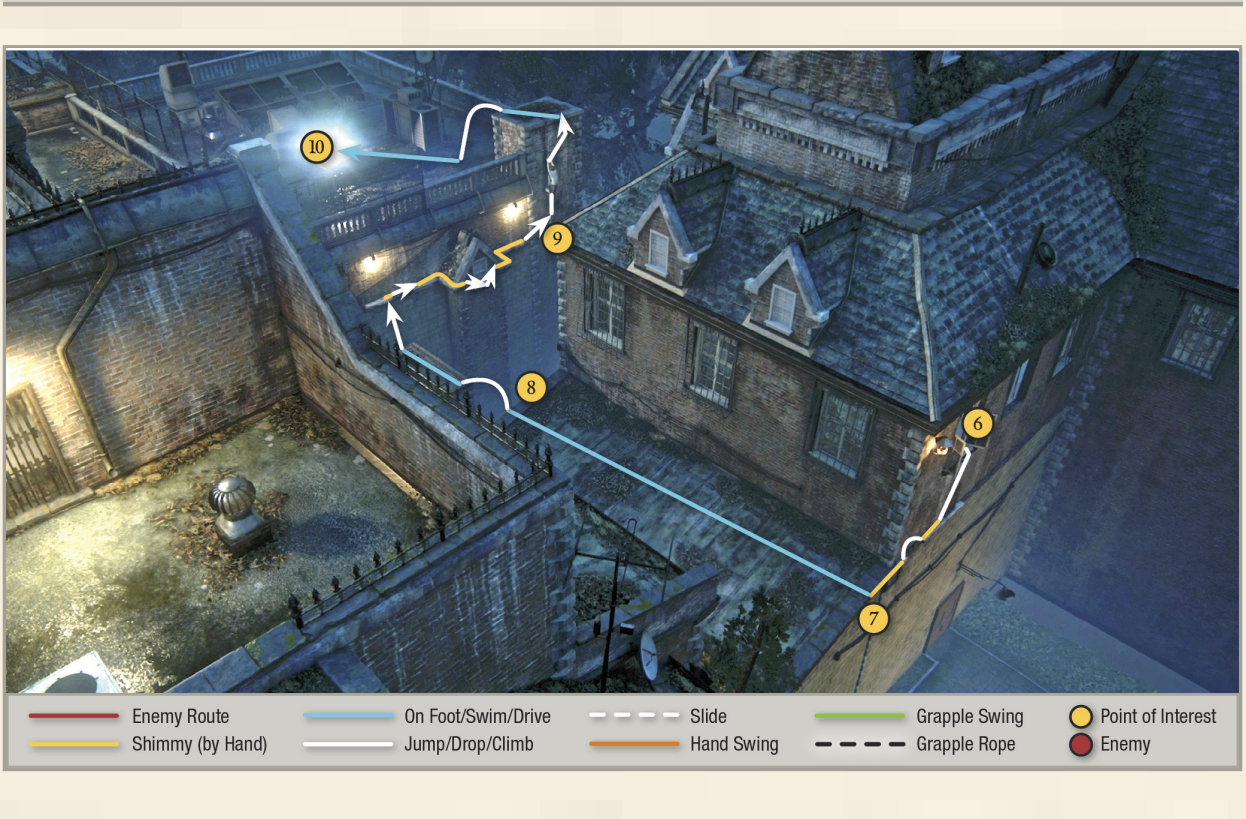


Fig. 1-5. When the nun faces her window, make a beeline to the other one. Outside, drop to the vent below.

CLIMB UP TO SAM



Outside, Nathan hangs from the windowsill **(6)**. (You can see Sam and his signal light just to the left.) Press ○ to drop; as Nathan falls, he automatically grabs the vent below. Slide leftward along the ledge until you can climb to the next roof **(7)**. Here you can see Sam moving along the higher area to your left. Run along your roof and make a running leap across the gap to the next roof **(8)**.

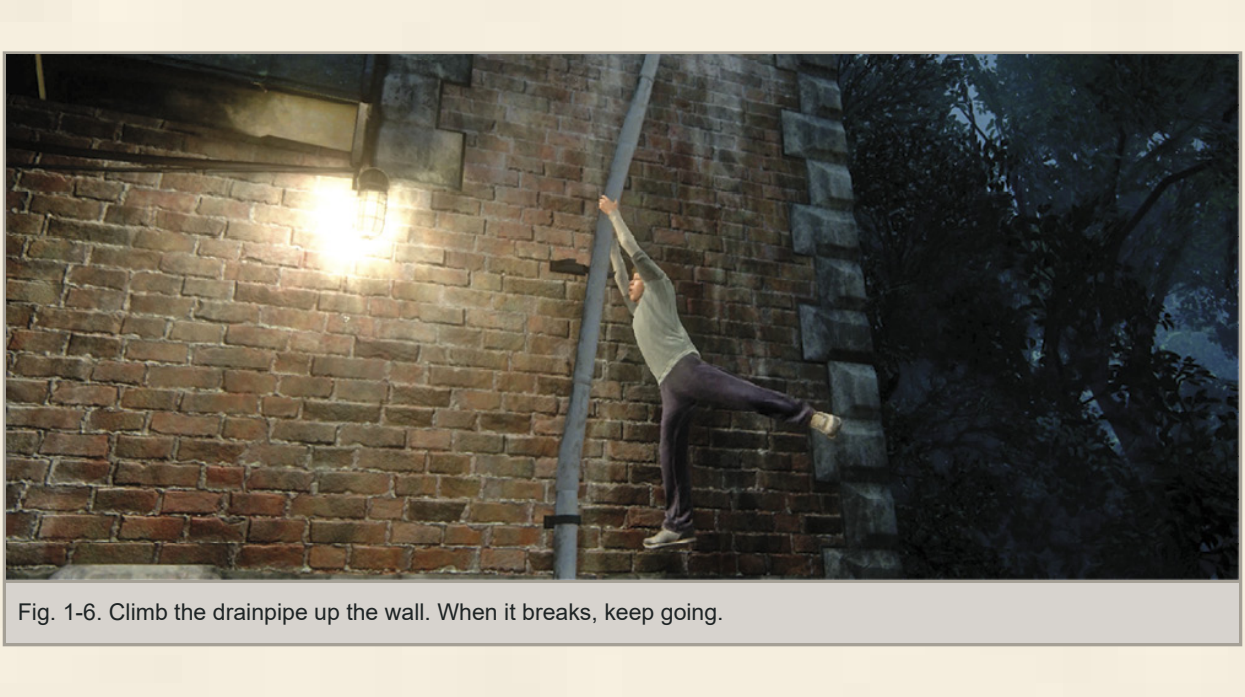


Fig. 1-6. Climb the drainpipe up the wall. When it breaks, keep going.

Jump to grab the wall ledge and shimmy rightward past the dormer window. At the end, make a little leap to reach the drainpipe. Climb up the drainpipe—it breaks loose and bends, but you can still get to the chimney top. Hop down onto the roof and approach the signal light **(10)**. Press △ to trigger a cutscene: The brothers reunite, and Sam invites Nathan to see something very special outside the grounds.

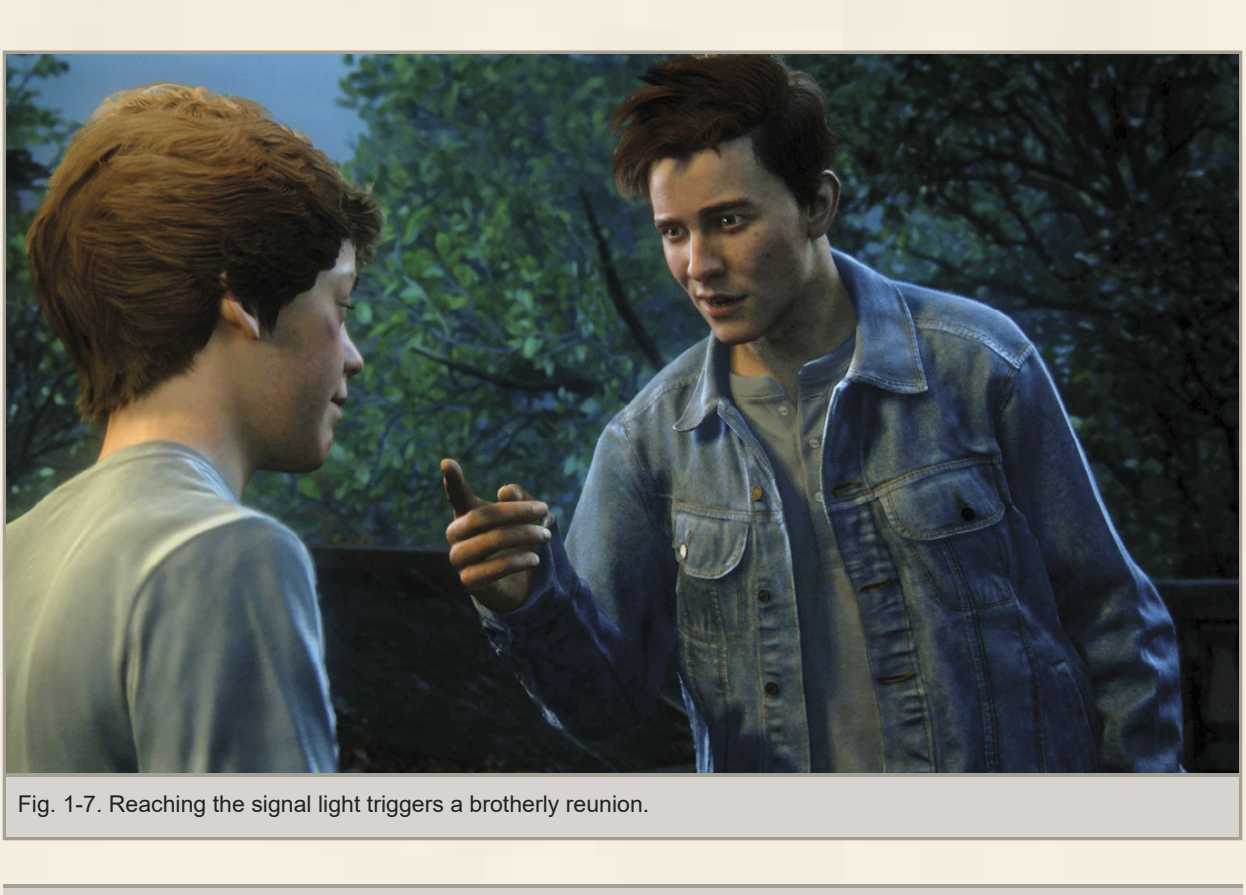
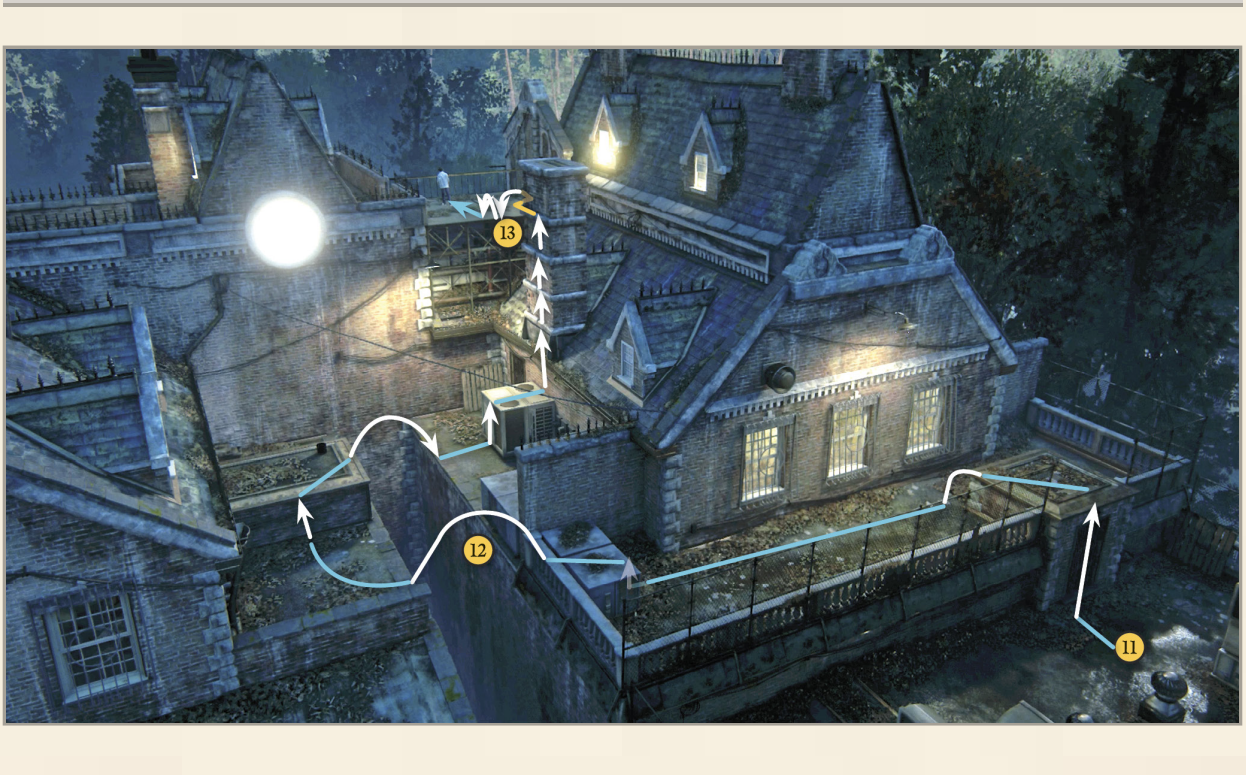


Fig. 1-7. Reaching the signal light triggers a brotherly reunion.

FOLLOW SAM



After the scene ends **(11)**, approach the wall and jump to grab Sam's hand. He pulls up Nathan then takes off. Follow Sam across the roof, and then make a running hop across the gap **(12)** between buildings. Climb over the next wall then hop back across the gap to where Sam is waiting atop an air conditioning unit. Climb on the unit to grab the first in a series of gray stone ledges that you can climb up the brick chimney. When you reach the top ledge **(13)**, shimmy leftward around the corner of the chimney. Here you must make a leap off the chimney to grab the metal scaffold where Sam is waiting *(see Fig. 1-8)*. Pull up onto the scaffold and approach the railing.

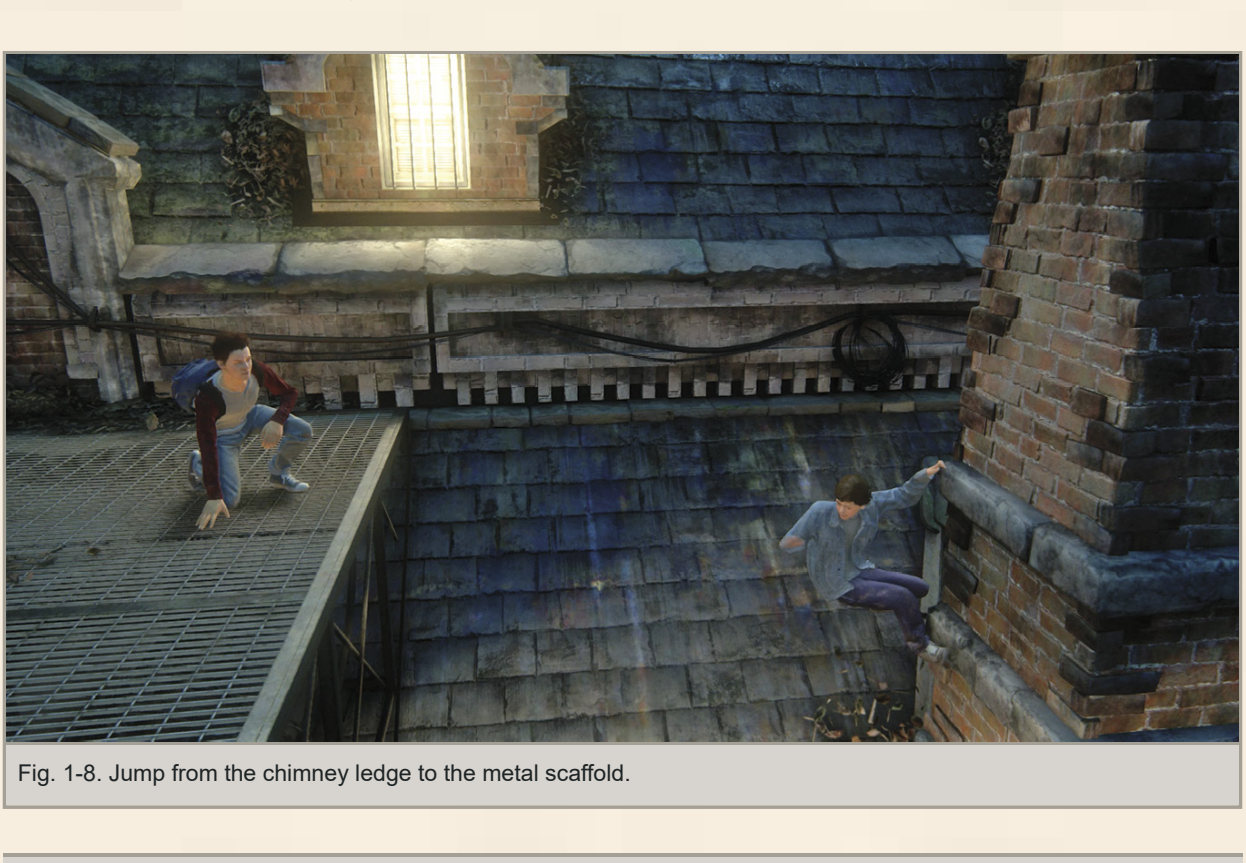
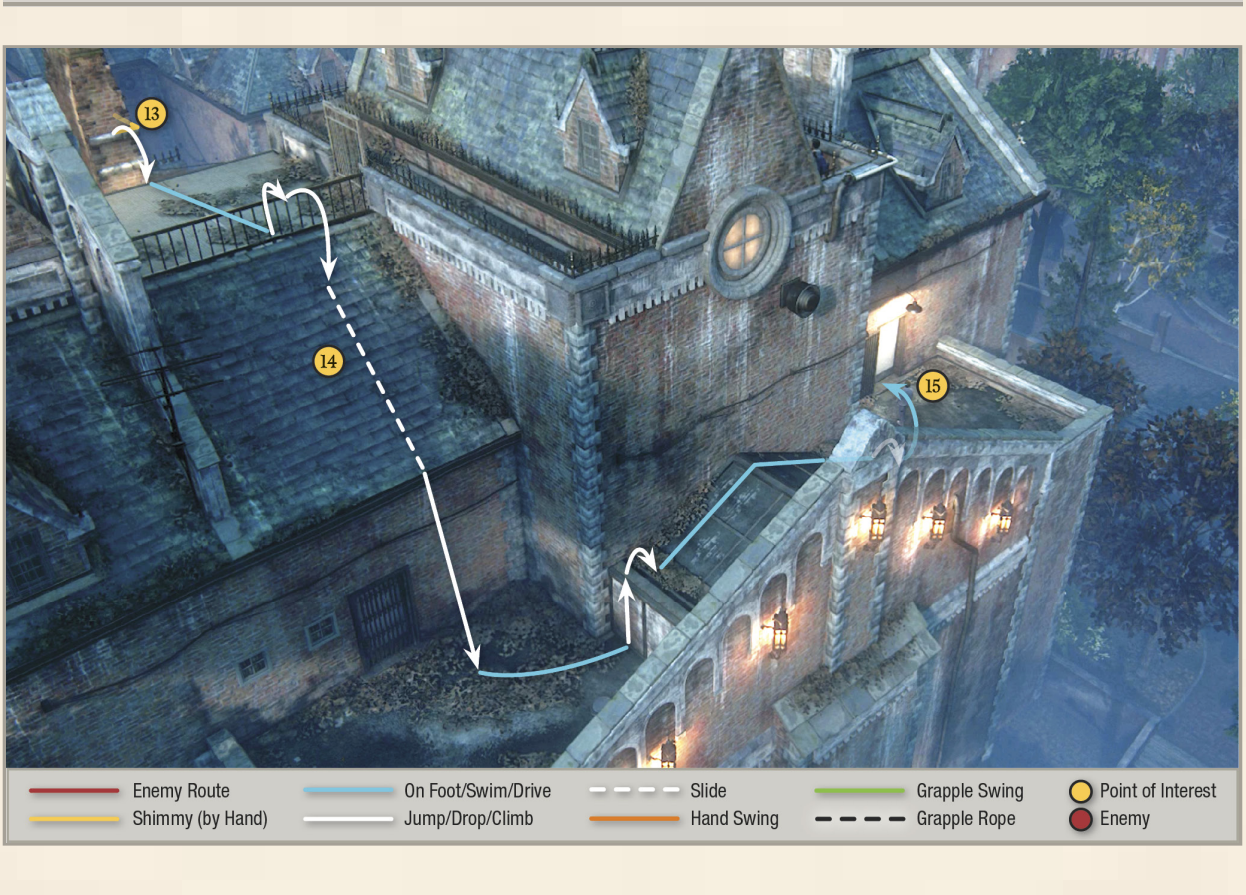
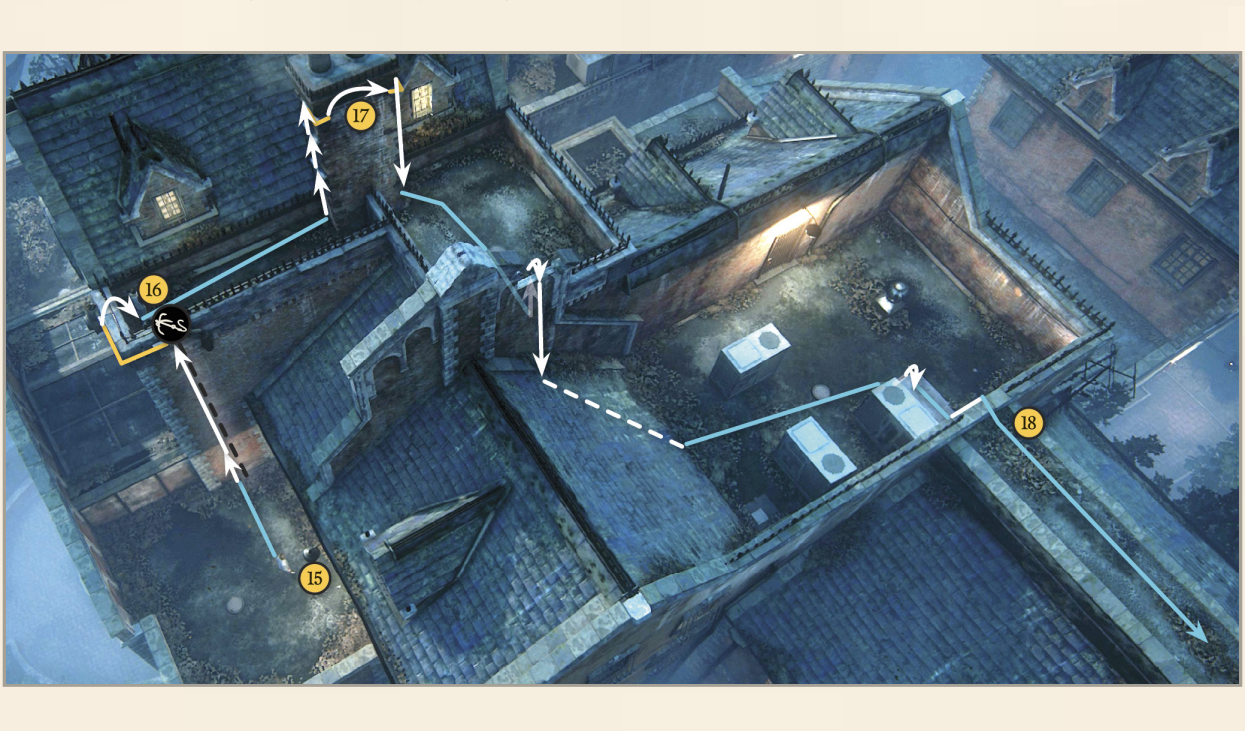


Fig. 1-8. Jump from the chimney ledge to the metal scaffold.

TAKE THE "HIGH ROAD" ACROSS THE ROOFTOPS



Hop over the railing. You slide down a steep slope **(14)** to a rooftop below. Follow Sam to the door **(15)** to find it locked. Then watch as Sam slings a grapple hook to a high ledge **(16)** and climbs to the top. As Sam says, "Behold...the high road!" Approach the rope attached to the grapple hook and jump to grab it.



Taking The High Road

The grapple hook is an indispensable tool in *Uncharted 4*. It lets you scale daunting heights and swing across otherwise impassable stretches.

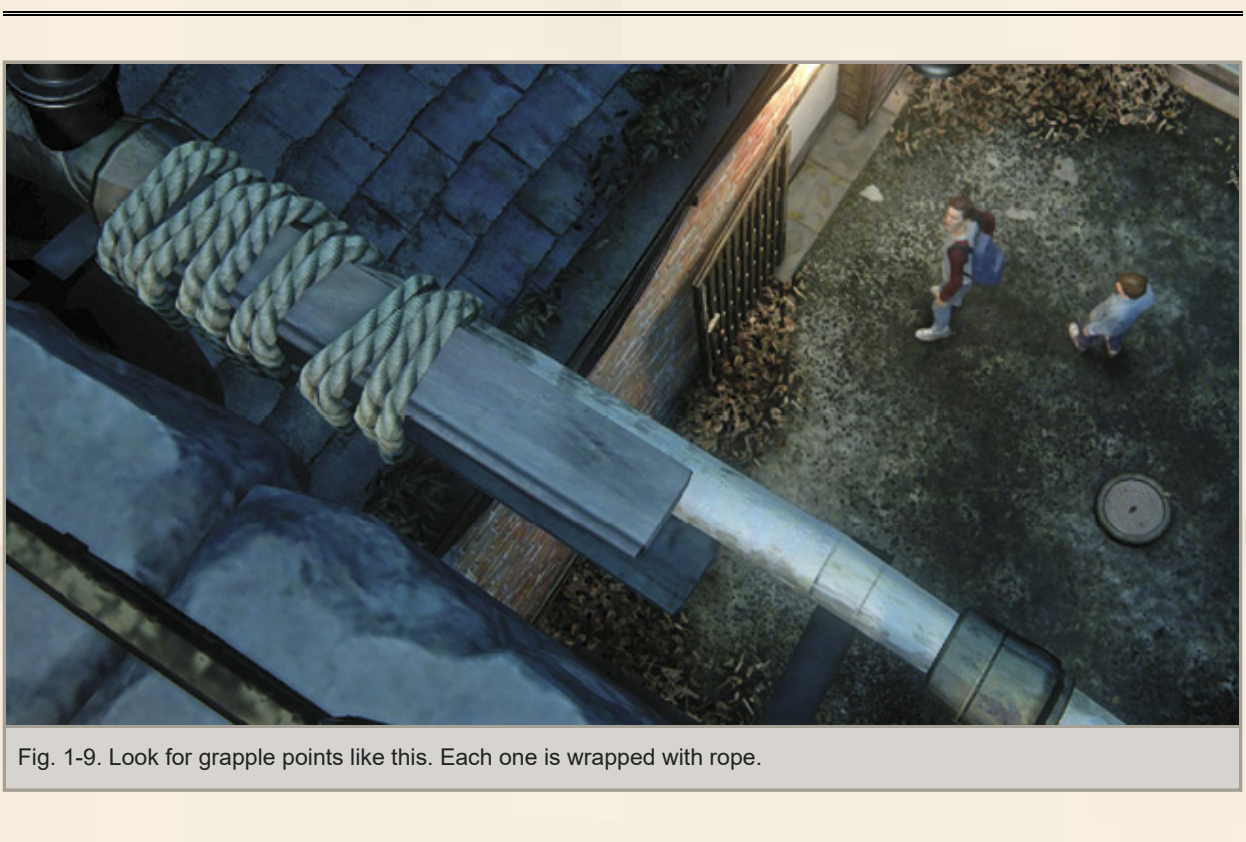


Fig. 1-9. Look for grapple points like this. Each one is wrapped with rope.

To climb, hold down the **L1** button and push the left controller stick up or down. At the top, an iron railing blocks the way onto the balcony, so move left until Nathan grabs the ledge. Then shimmy around the corner until you can pull yourself up onto the balcony and follow Sam again. Climb the next brick chimney with twin smokestacks on top. At the top, reach around the corner and leap **(17)** to grab the handhold on the chimney's other side.

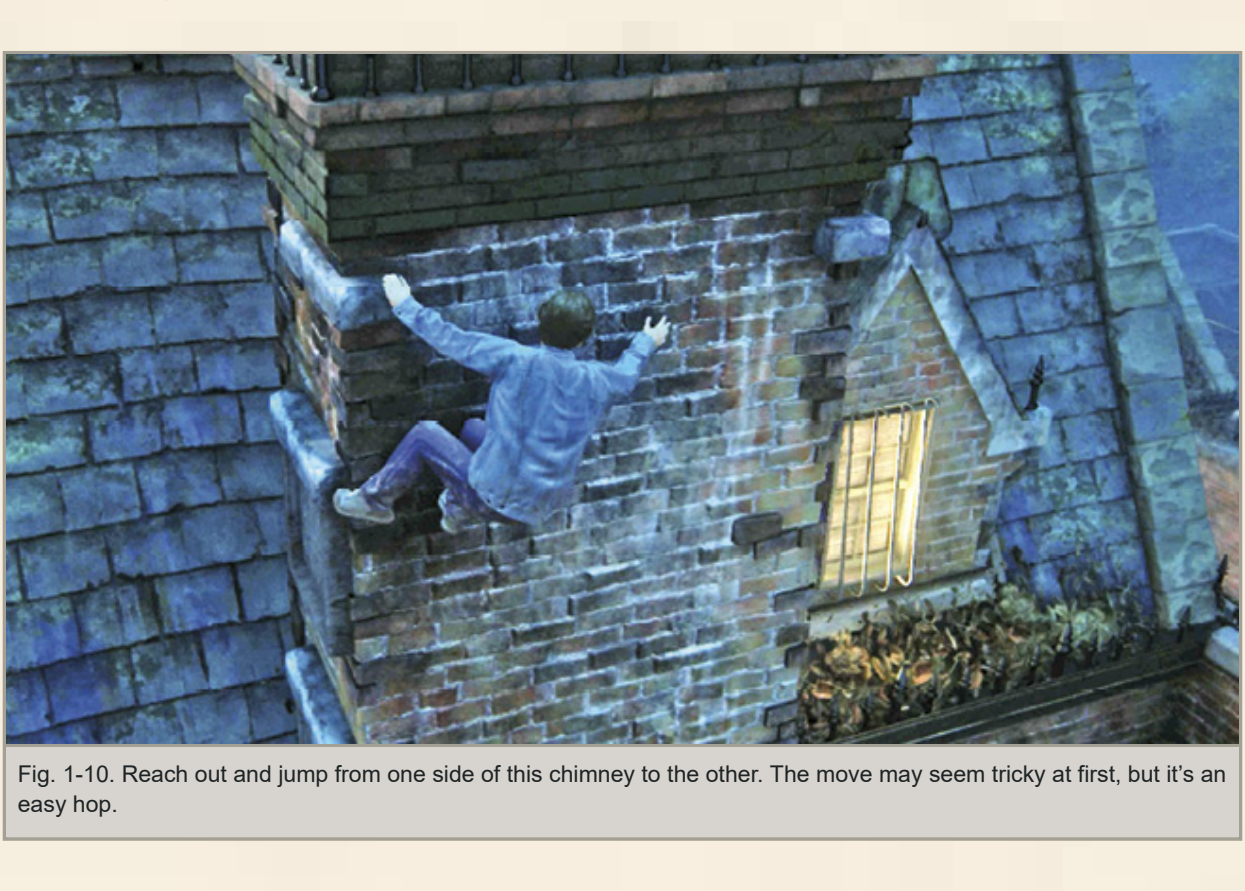
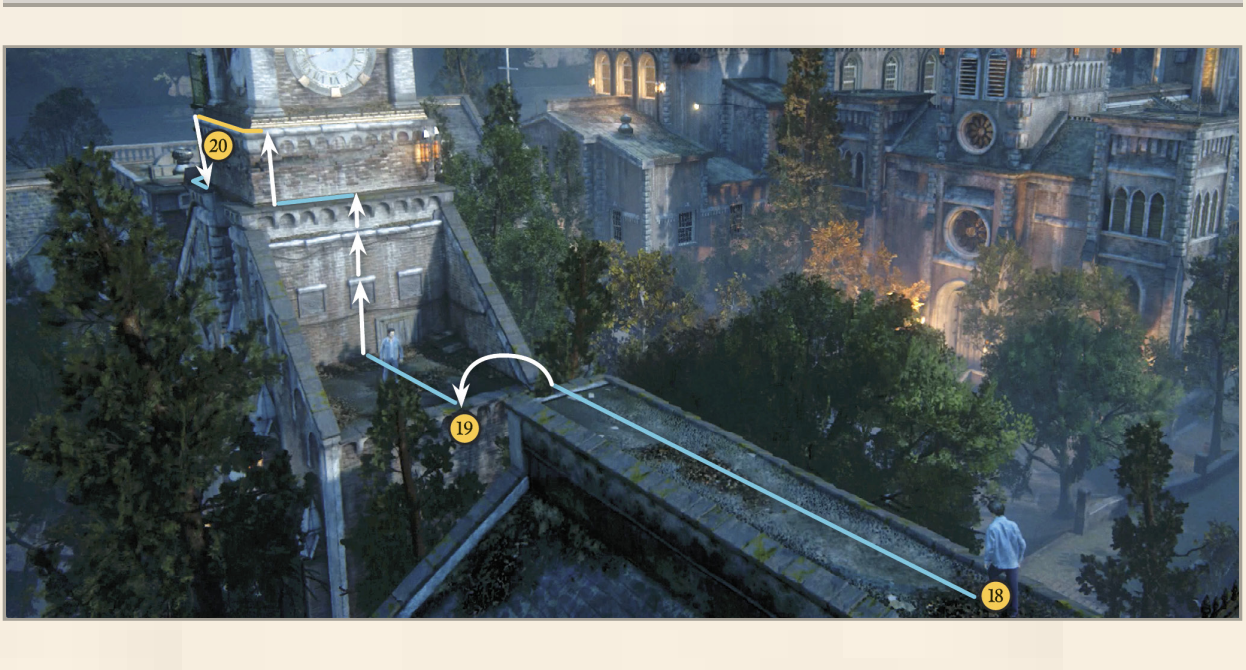


Fig. 1-10. Reach out and jump from one side of this chimney to the other. The move may seem tricky at first, but it's an easy hop.

Drop to the roof then scale the next wall where the top section has broken off; Nathan lands on a slippery slope and slides down to the next roof. Climb onto the air conditioner unit to climb onto the peak of the next roof **(18)**. You see the orphanage's clock tower directly ahead.

MANEUVER AROUND THE CLOCK TOWER



Time now for a death-defying leap! Run the length of the roof peak and jump across the wide gap to Sam **(19)**, who manages to snag Nathan's jacket and haul him up. Follow Sam up the clock tower handholds to stand on the stone ledge, and then slide leftward around the corner. Jump to grab the ledge above you and shimmy left across the next small gap **(20)** until you can drop to stand on the lower ledge again.

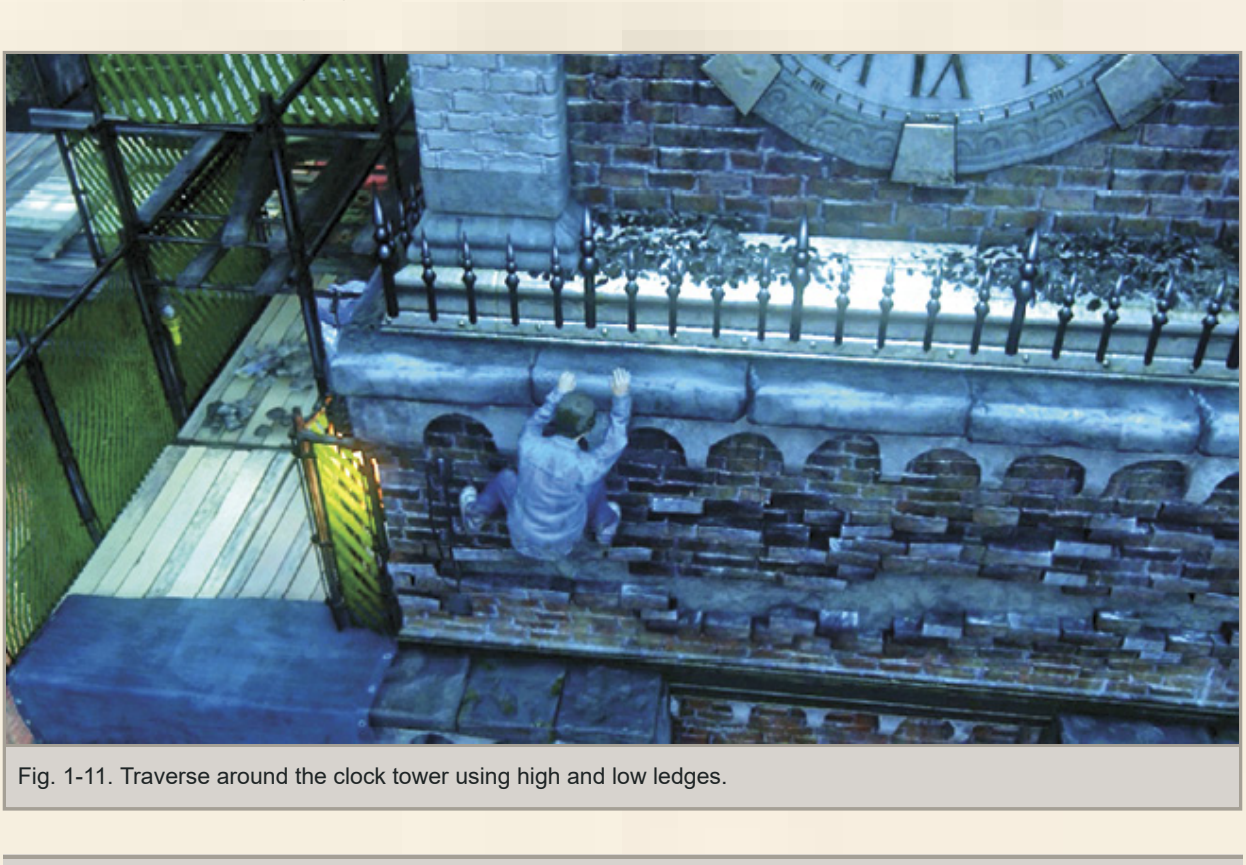
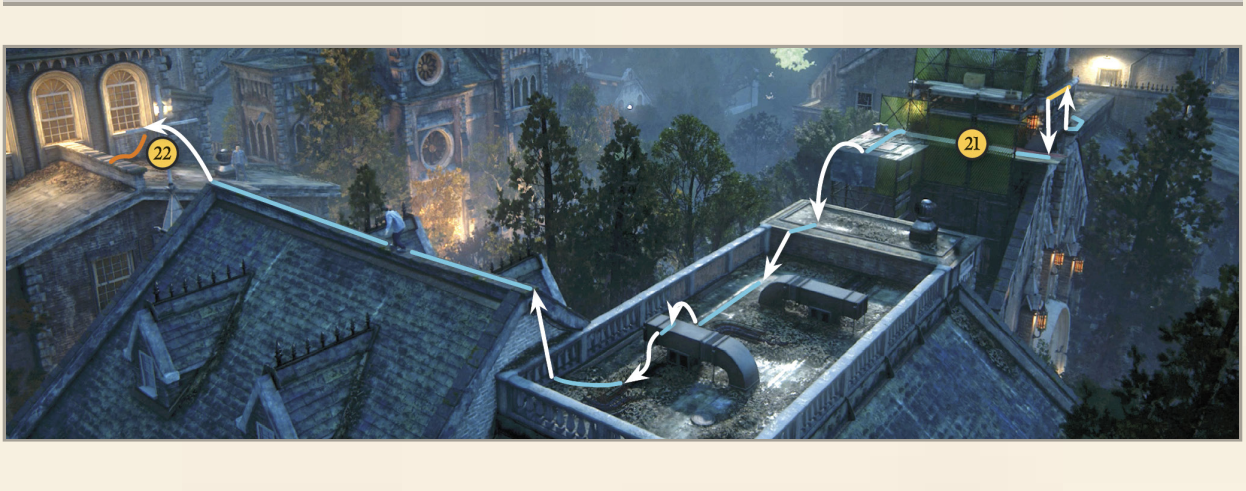


Fig. 1-11. Traverse around the clock tower using high and low ledges.

LEARN HOW TO CROUCH AND SWING



Just around the next corner you reach a wooden catwalk **(21)** that runs under a low scaffold platform. To get under the platform, hold ○ and push the left stick forward to crouch and move. Once you duck under the low passage, hop across the next gap and follow Sam across a very narrow roof peak. At the gap, make a running leap to the wooden cross **(22)**. Nathan grabs its horizontal strut and hangs, swinging. To reach the next roof, push the left stick forward to swing harder, and then press ✕ as you reach the end of the swing arc to jump across the gap.

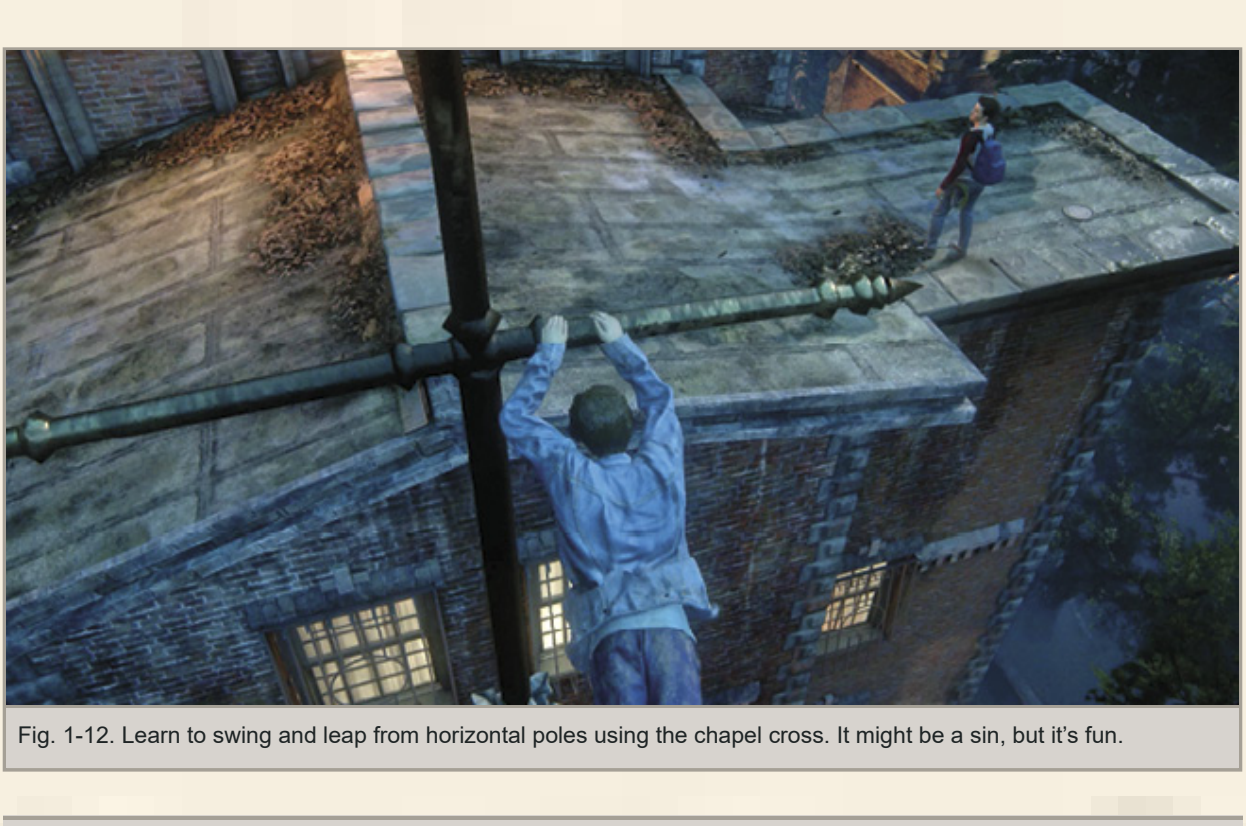
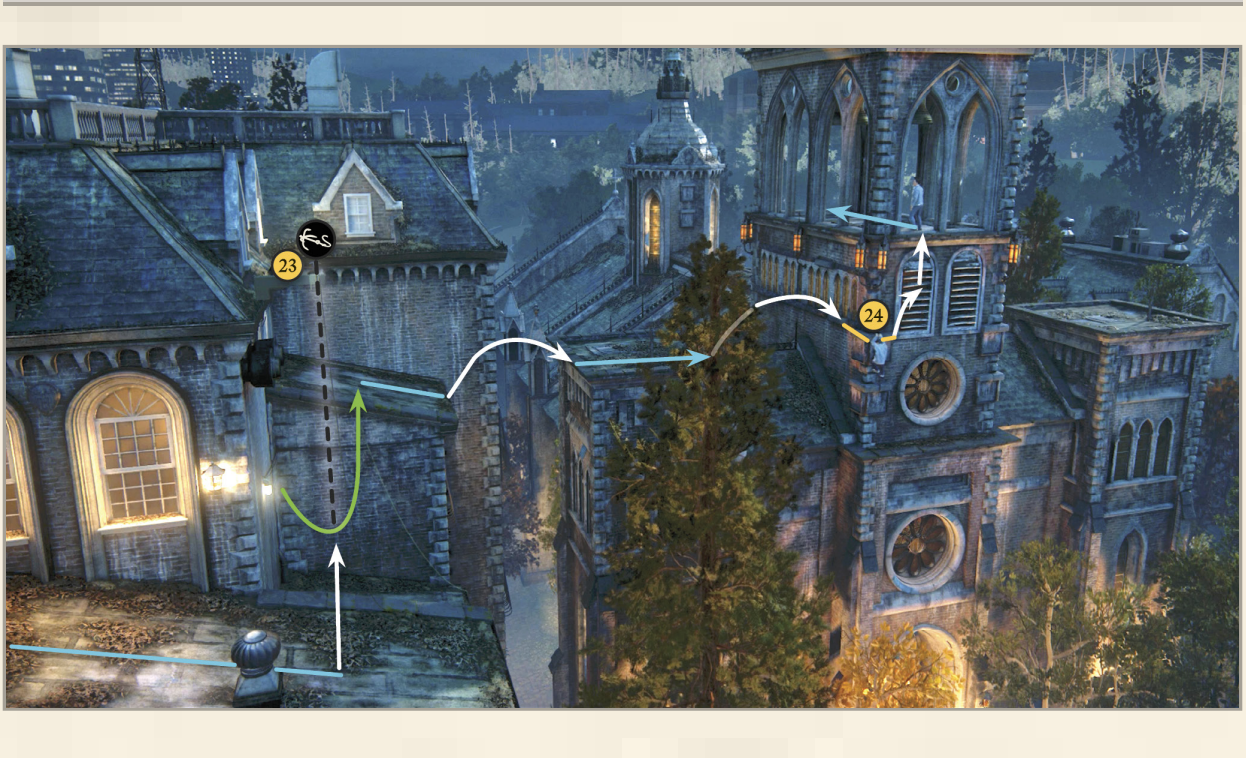


Fig. 1-12. Learn to swing and leap from horizontal poles using the chapel cross. It might be a sin, but it's fun.

MOVE ACROSS THE CHAPEL ROOF



Next, Sam tosses his grapple hook to a high beam and hands the rope to Nathan. Approach the rope and press △ to seize it. Step off the roof to start swinging, pushing the left stick in the direction you want to swing. After building momentum, press ✕ as you reach the end of the swing arc; Nathan releases the rope and leaps to the far roof **(23)**, and Sam follows. Hop across the next two gaps, grabbing a sill (see Fig 1-12) under the chapel's stained glass windows on the second leap.

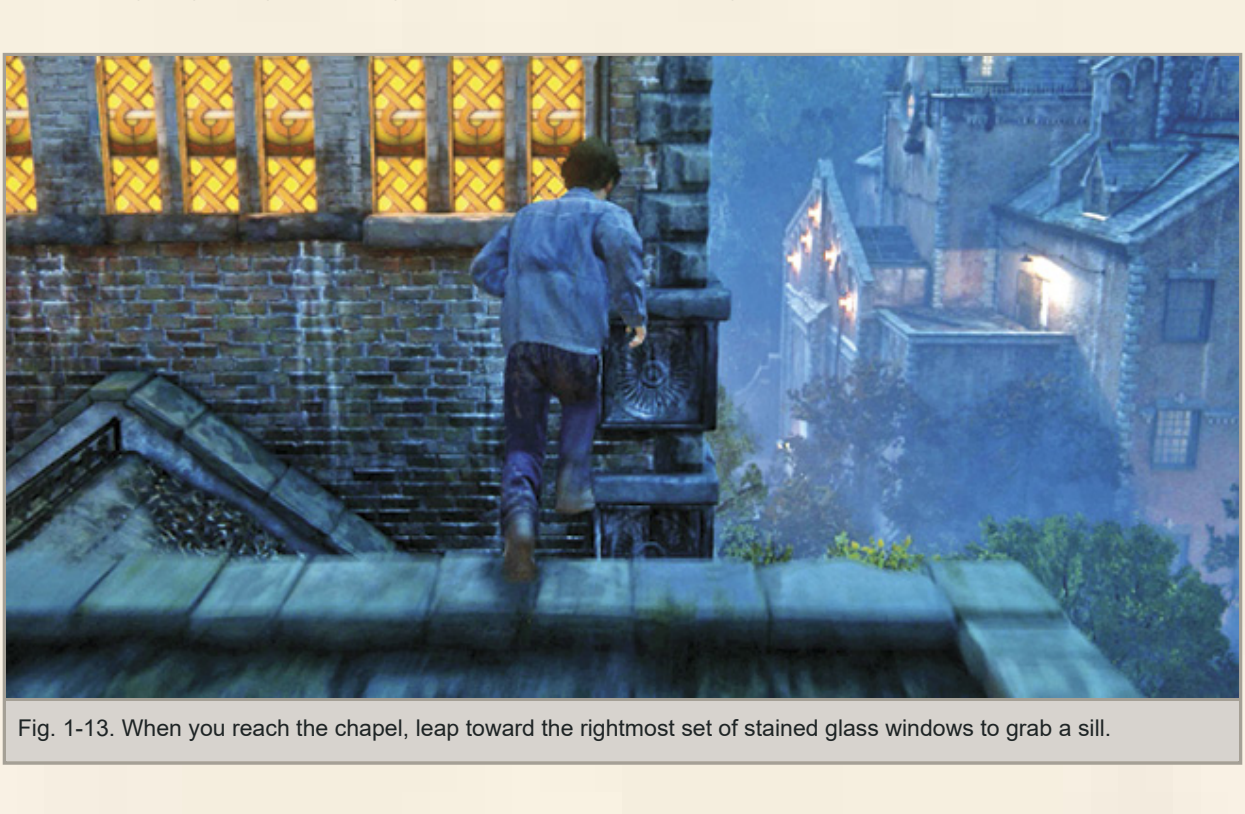
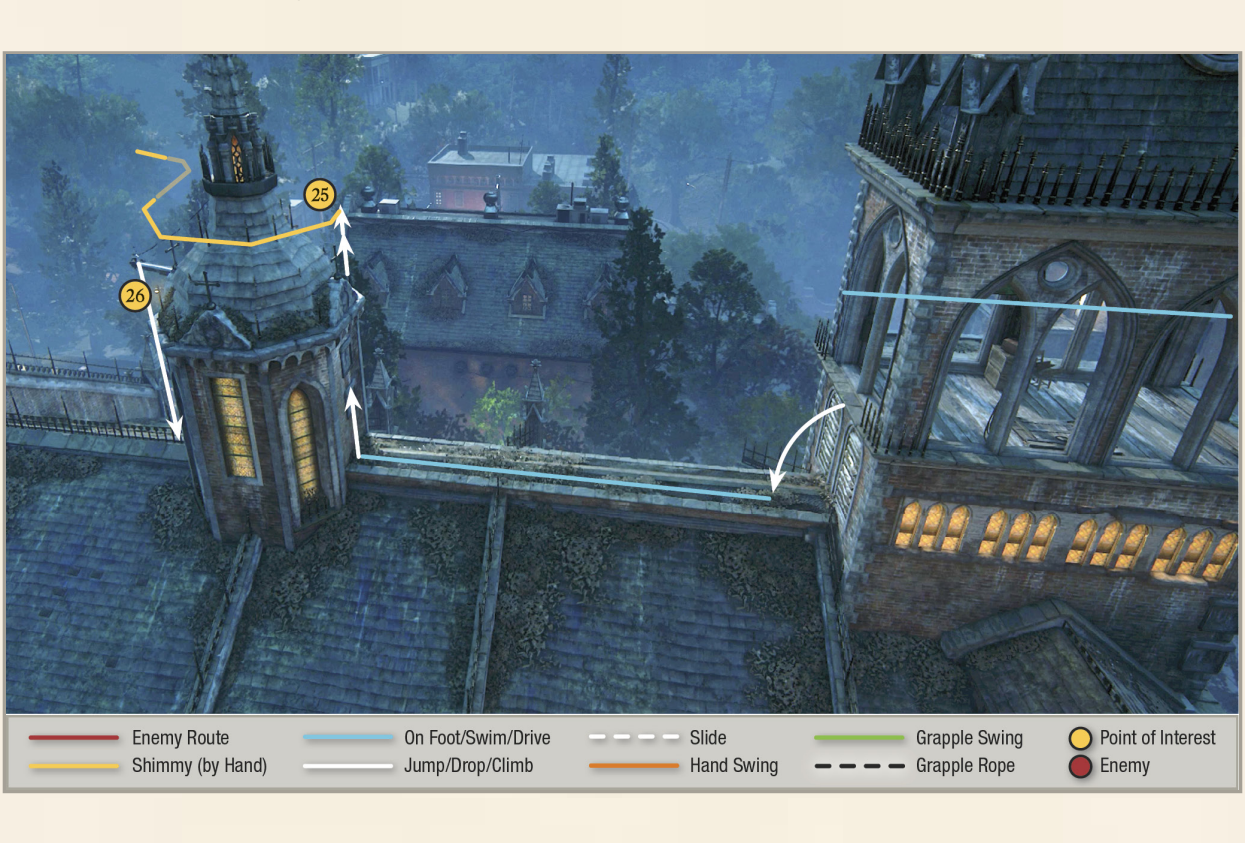
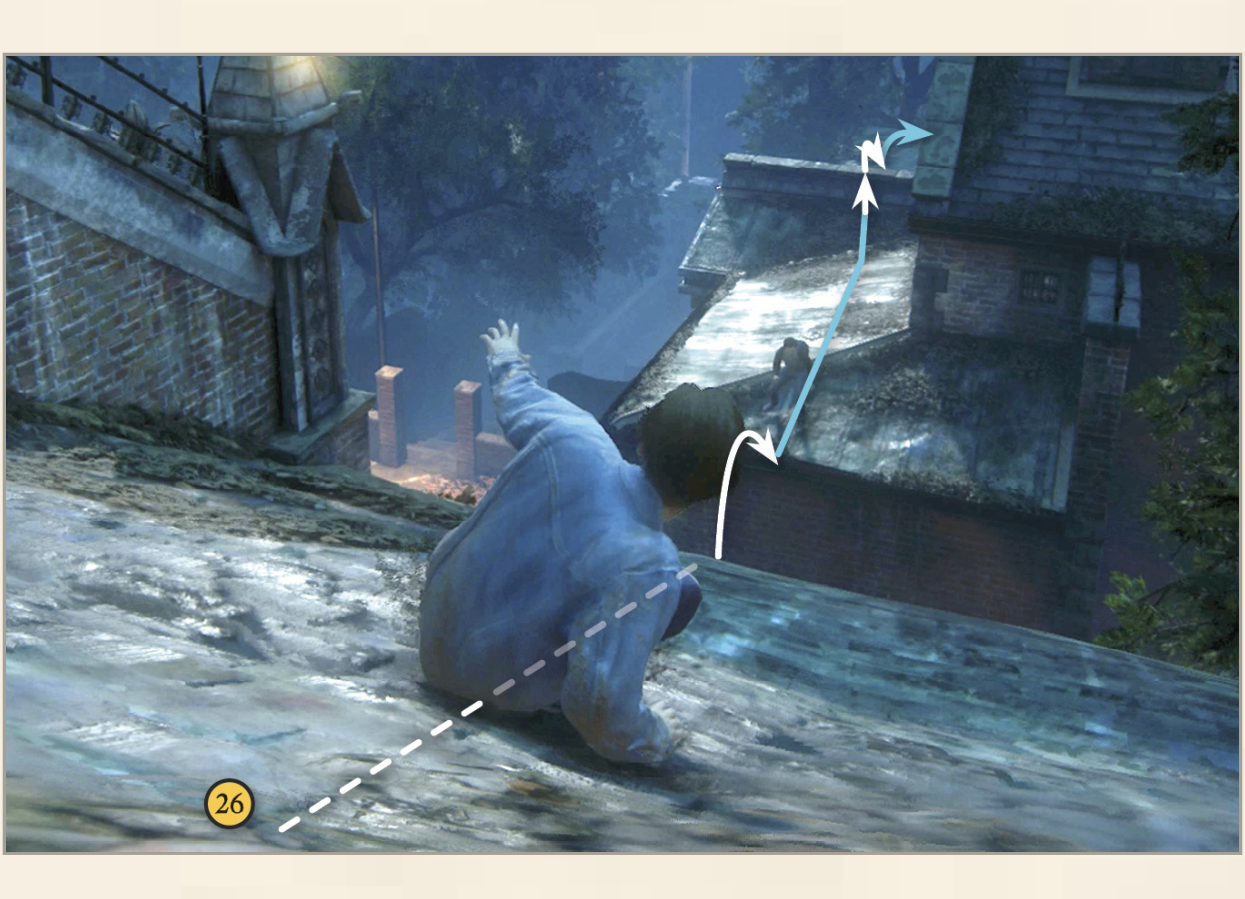


Fig. 1-13. When you reach the chapel, leap toward the rightmost set of stained glass windows to grab a sill.

Shimmy rightward around the corner **(24)** and use the big window slats to climb onto the platform at the top of the chapel tower. Follow Sam across the roof peak beyond to the cupola and climb to grab its ledge **(25)**. Shimmy around the cupola to the opposite side, where Sam hangs.



Watch as Sam drops, slides down the steeply sloped roof **(26)**, and leaps across the gap at the bottom! Follow his exhilarating lead, making sure to punch your Jump button at the bottom of the slide. The result is a near-disaster, but Sam gets a grip on Nathan and pulls him up.



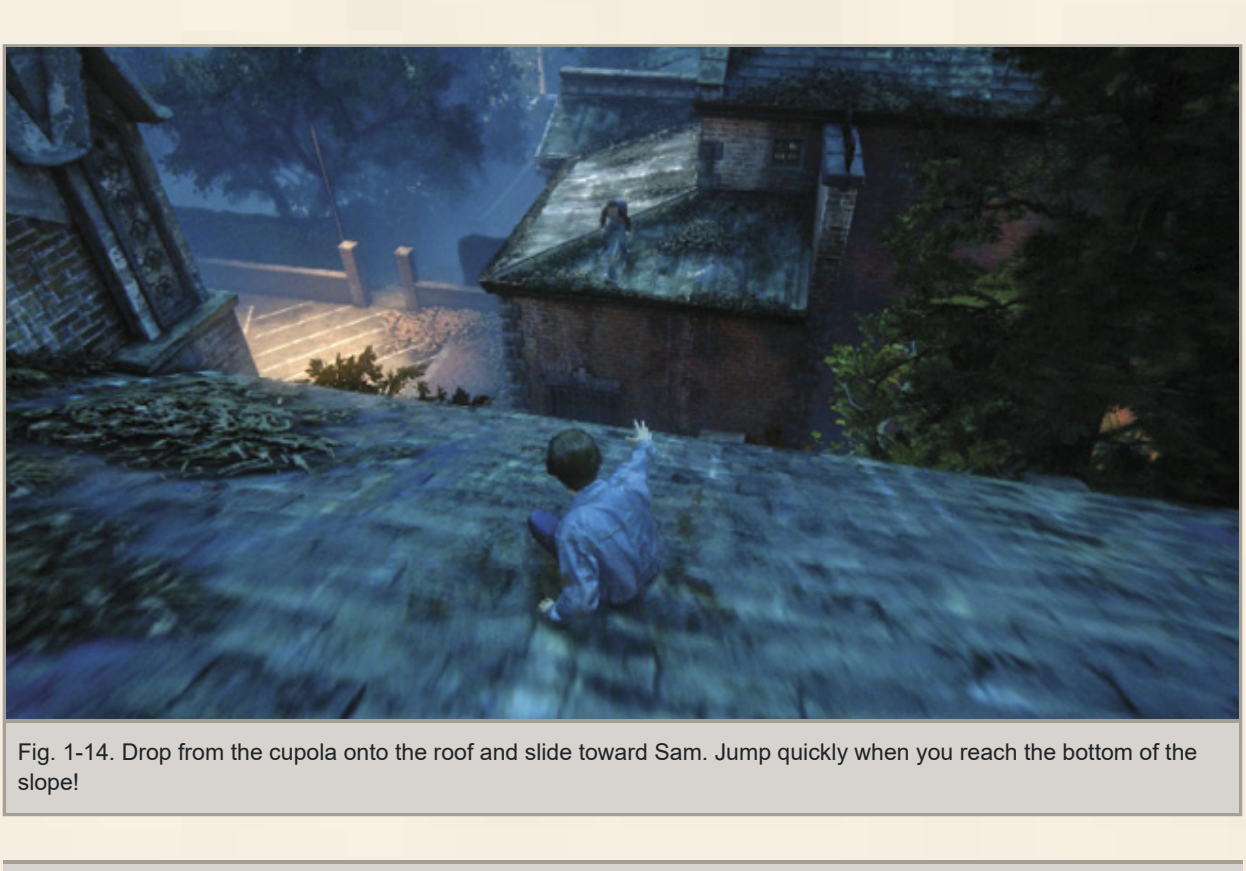
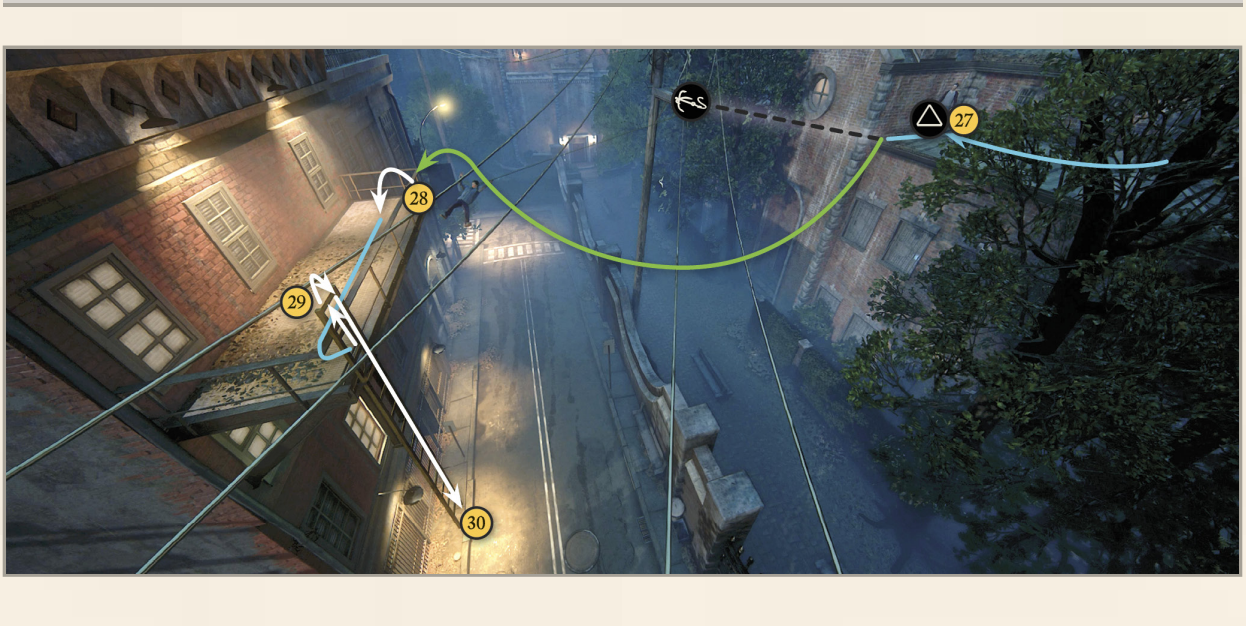


Fig. 1-14. Drop from the cupola onto the roof and slide toward Sam. Jump quickly when you reach the bottom of the slope!

GET DOWN TO THE STREET



Follow Sam to the edge of the next gap between buildings **(27)**. Now you get to make your first grappling toss. Nathan wants to hook the nearby lamppost **(28)** and swing to a fire escape **(29)** on the next building. First, approach Sam and press △ to take the grapple hook. Face the lamppost until you see the **L1** icon appear onscreen. Press that button to sling the hook at the lamp.

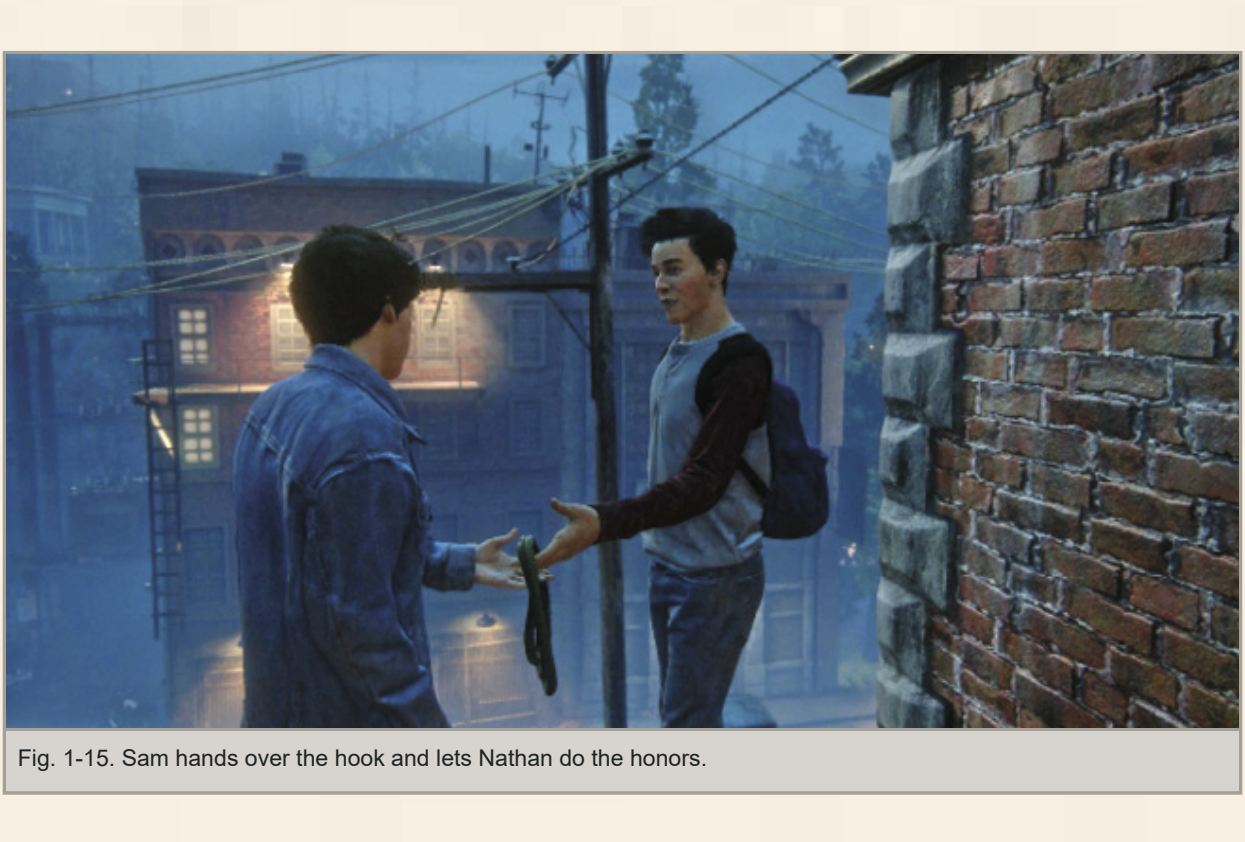


Fig. 1-15. Sam hands over the hook and lets Nathan do the honors.

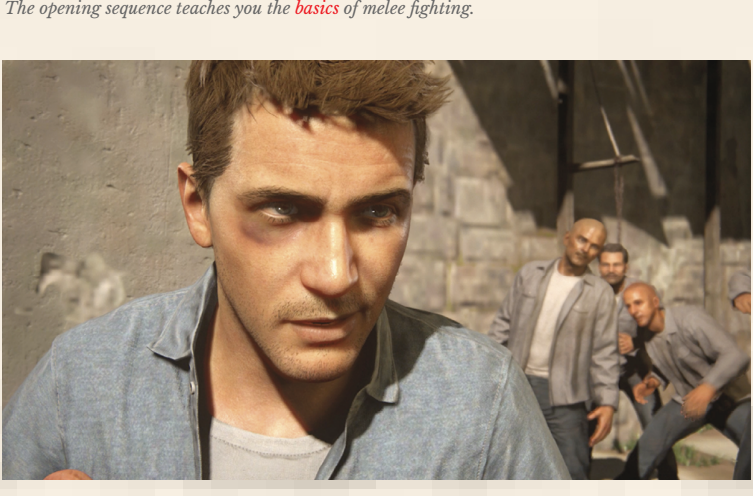
Hop off the roof, using the left stick to steer and swing. Hit ✕ to jump at the far end of your swing; Nathan snags the railing of the fire escape balcony on the far building. Pull up onto the balcony, walk to the ladder **(29)**, and then use it to climb down to the ground **(30)**.

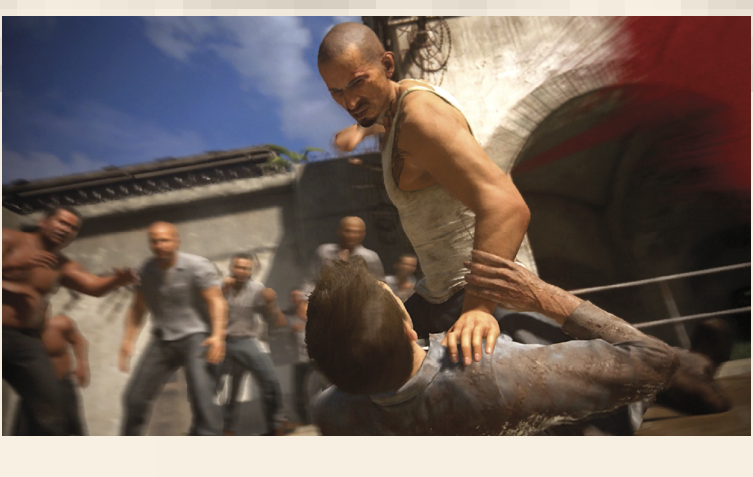
Reaching the ground triggers the chapter-ending cutscene: Sam shows off his new means of transport and announces that he's tracked down their mother's lost possessions. Time for the Drake boys to reclaim what is rightly theirs.

Story Walkthrough

Chapter 2: Infernal Place

The story hops ahead more than a decade to a nasty prison yard brawl in one of Panama's notorious hellholes. Nathan Drake, now a young man, exchanges blows with a fellow inmate. The opening sequence teaches you the basics of melee fighting.





Collectibles

Treasures: 2

Chapter Specific Trophy: "First Treasure"

FIGHT!

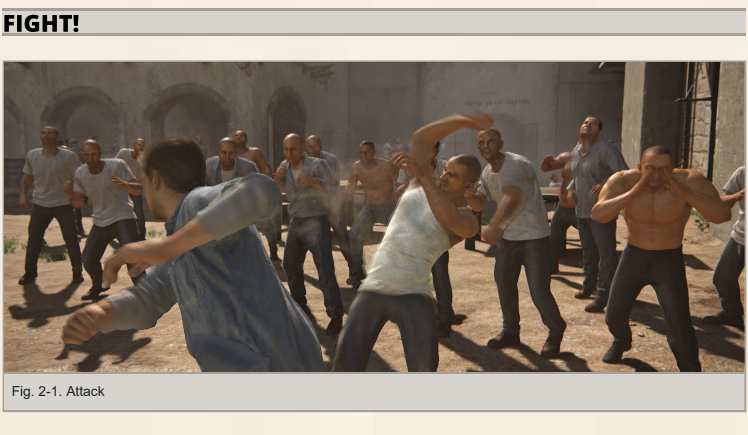


Fig. 2-1. Attack

When control returns, approach Nathan's opponent and start pressing □ to throw punches at him. If the two combatants get into a clinch (called a "struggle"), just press the △ button once to escape. But if an ally of Nathan's foe suddenly gets you in a chokehold from behind, break free by rapidly tapping △ until the meter circling the button icon fills with green.

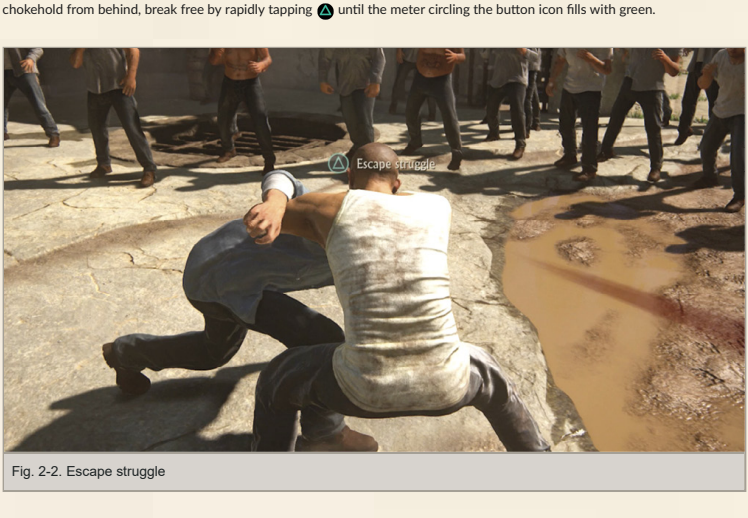


Fig. 2-2. Escape struggle

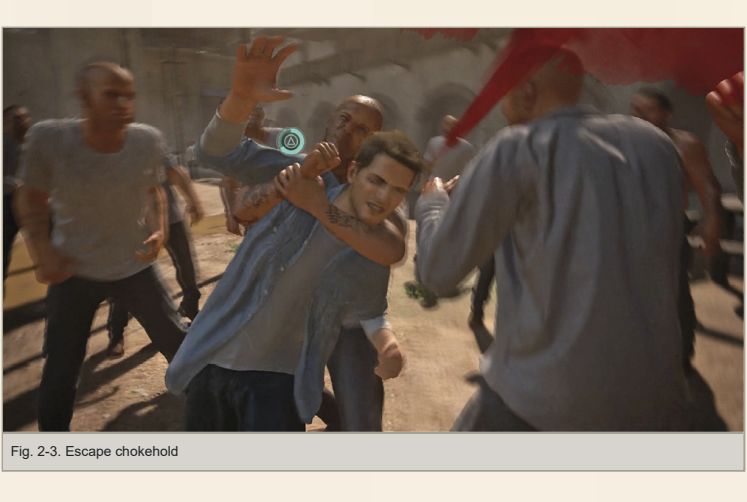


Fig. 2-3. Escape chokehold

The fisticuffs finally end when the guard captain, Vargas, sends in his men. Nathan gets tossed into a dark isolation cell. Later, Vargas rousts Nathan, handcuffs him, and marches him through the cellblock.

GO TO THE OLD PRISON

The Panamanian facility features a newer penal complex adjacent to ruins of a centuries-old Spanish prison built on the seaside cliffs. You start in the solitary confinement wing of the new prison. When control returns, start walking. Follow Vargas along the corridor to the staircase. Climb upstairs and continue along the walkway until you emerge into the outdoor exercise yard.

TOUR GUIDE

Follow Vargas through the prison. If you veer off-course during your march, other prison guard escorts grab Nathan and push him in the right direction.

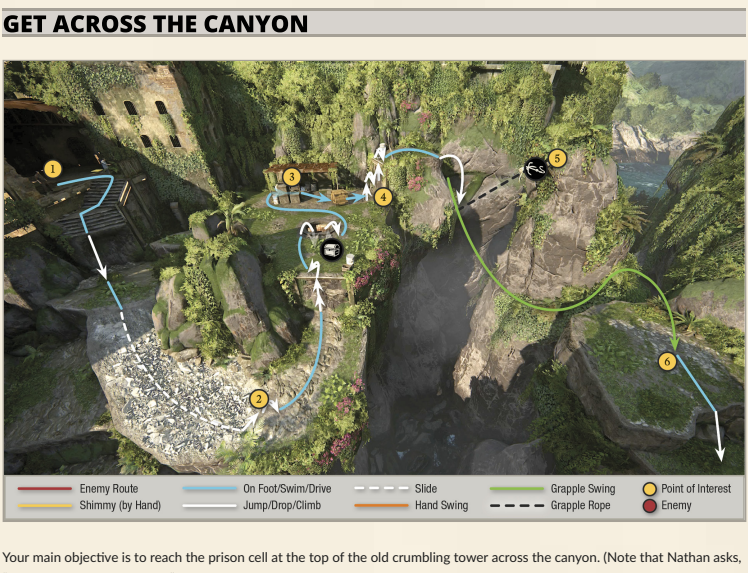
Just keep following Vargas. Turn into the first doorway; it leads into the old prison. Follow the corridor past a prison guard's gruesome baton attack on another inmate. Here, if you stop anywhere, Vargas shoves you roughly forward. Turn left down the next hall where Vargas opens a heavy wooden door. Descend the stairway to a drainage tunnel. Turn left then right to approach a heavily barred door that Vargas opens for you.

Fig. 2-4. Captain Vargas guides Nathan to an exit from the old prison.

Vargas pushes Nathan out into an open area and a cutscene plays: You discover how Nathan came to be incarcerated in this "infernal place." You also hear of Henry Avery, the legendary pirate captain said to have pulled off the biggest heist in history: the plunder of the *Gunsway*, an enormous treasure-laden vessel, flagship of the Grand Mughal, as it sailed from India to Mecca. Nathan is tracking down the treasure. And now Vargas wants a piece of the action.

Fig. 2-5. Something interesting awaits anyone who can climb that ancient prison tower.

GET ACROSS THE CANYON



Your main objective is to reach the prison cell at the top of the old crumbling tower across the canyon. (Note that Nathan asks, "Did you bring what I asked?" Vargas points down at the next terrace and replies that he hid it under the worktable by the crates.)

When control returns, press the PS4 touchpad to take a look at the old letter from Joseph Burnes to his son Richard. Note the odd diagrammatic drawings at the top.

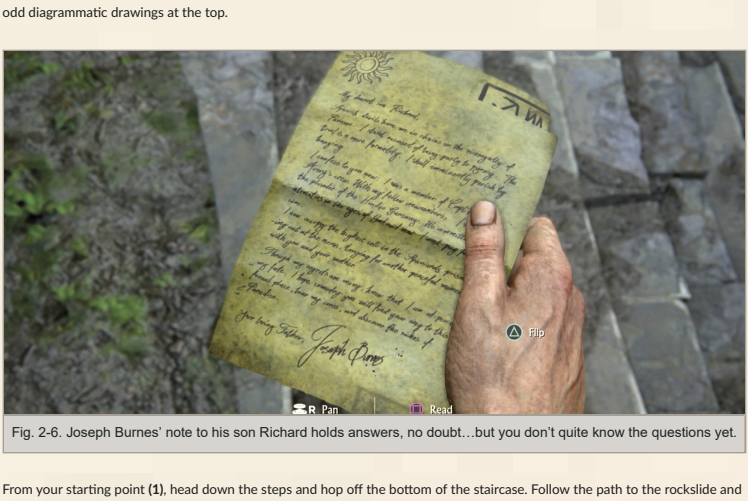
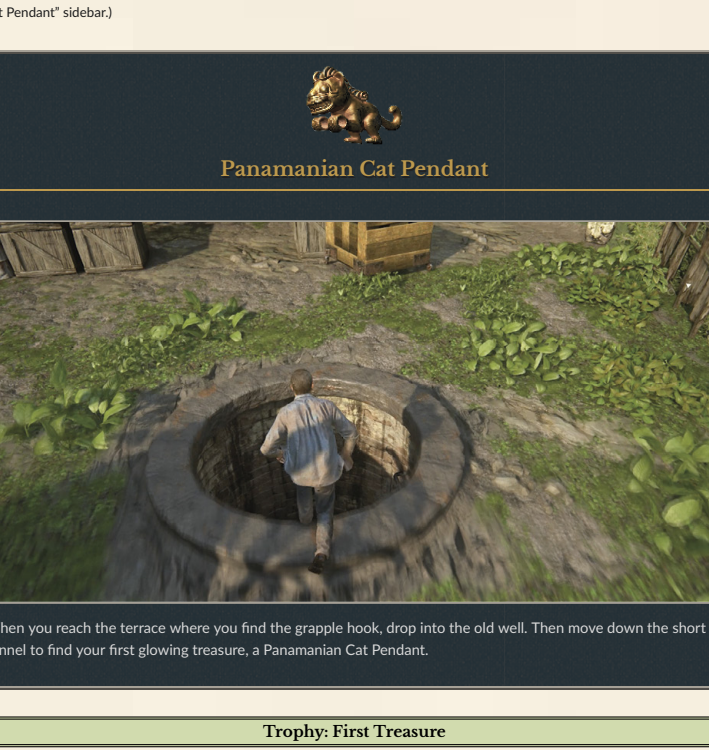


Fig. 2-6. Joseph Burnes' note to his son Richard holds answers, no doubt…but you don't quite know the questions yet.

From your starting point **(1)**, head down the steps and hop off the bottom of the staircase. Follow the path to the rockslide and slide down **(2)**, jumping just as you reach the wall at the bottom to climb up. Proceed to the next wall and climb it to reach a courtyard with a dry well and an old work shelter. Look for your first treasure down in the well. (See the "Treasure: Panamanian Cat Pendant" sidebar.)

Panamanian Cat Pendant



When you reach the terrace where you find the grapple hook, drop into the old well. Then move down the short tunnel to find your first glowing treasure, a Panamanian Cat Pendant.

Trophy: First Treasure

You receive your first trophy for collecting your first treasure! The trophy is naturally named "First Treasure."

Go into the shelter and grab the grapple hook and rope sitting on the lower shelf of the worktable **(3)**. Approach the nearby rolling tool cart, press △ to grab it, and then push the cart over to the rock wall **(4)** to the right of the shelter. Press ○ to let go.

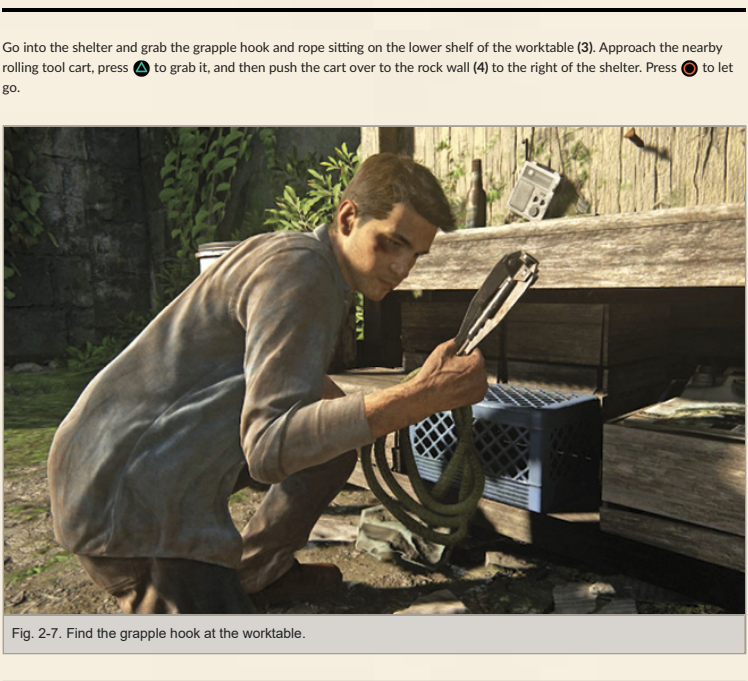


Fig. 2-7. Find the grapple hook at the worktable.

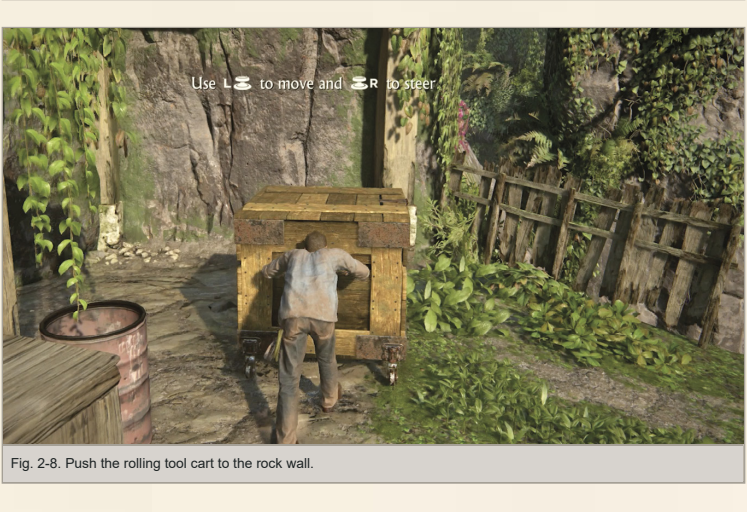


Fig. 2-8. Push the rolling tool cart to the rock wall.

Clamber atop the cart and climb to the small ledge above. Face the wooden strut **(5)** wrapped with rope that juts from the nearby rock pillar. Press **L1** to toss your new grapple hook to snag the strut. Then swing across the gap and jump to the far ledge **(6)**.

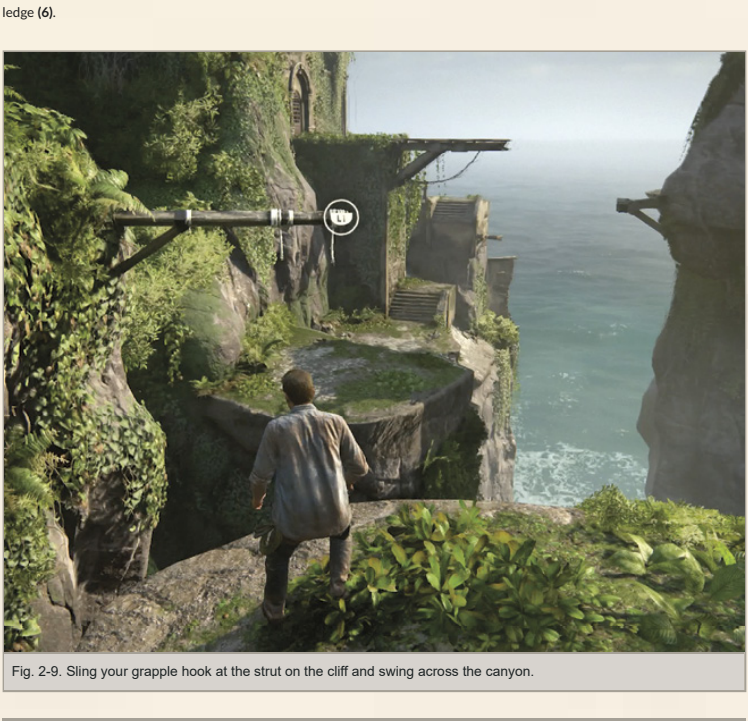


Fig. 2-9. Sling your grapple hook at the strut on the cliff and swing across the canyon.

CLIMB THE OLD PRISON TOWER

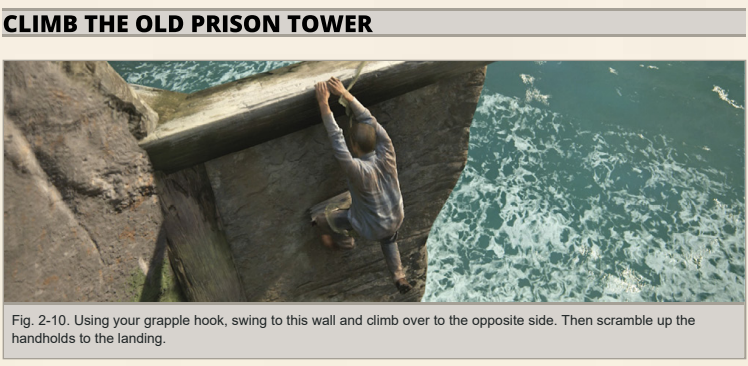
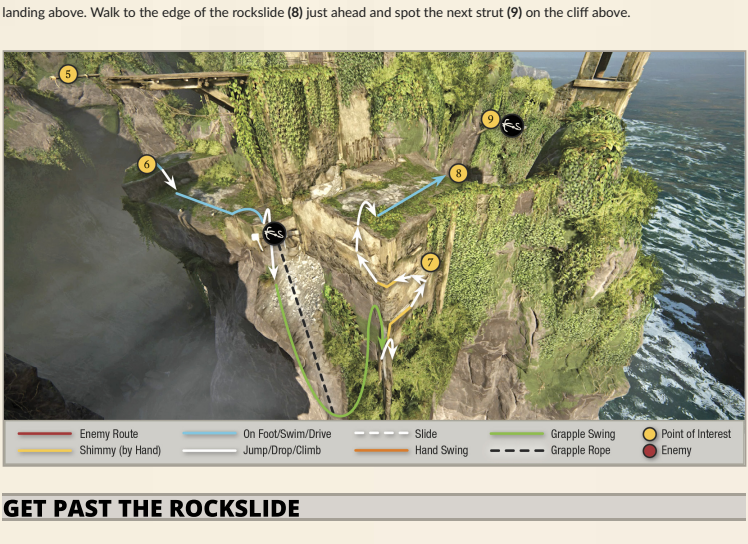
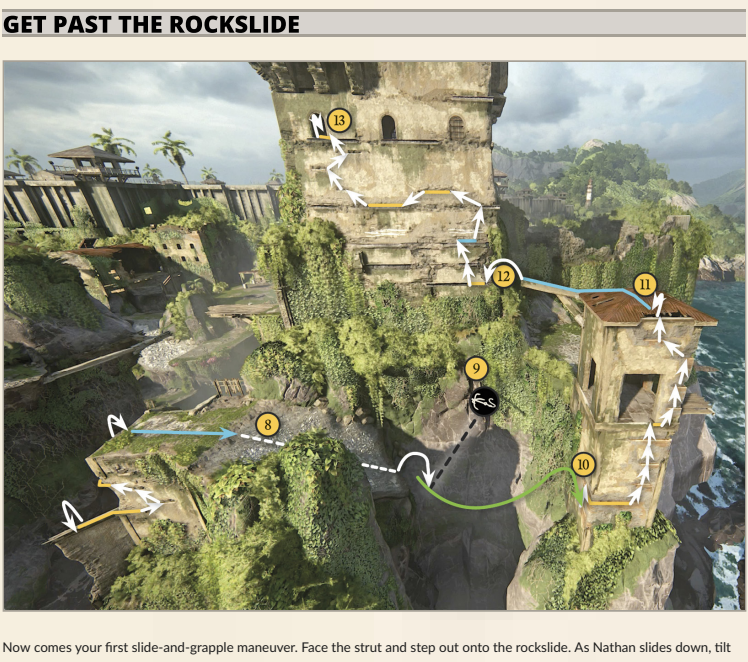


Fig. 2-10. Using your grapple hook, swing to this wall and climb over to the opposite side. Then scramble up the handholds to the landing.

Proceed up the stairs to spot another strut jutting from the cliff ahead. Grapple to the strut and swing to grab the wall *(see Fig. 2-10)* on the far side. Crawl over the wall and hang from the other side. Shimmy rightward along the beam to a series of handholds **(7)** that lead up and left. One breaks off but keep going around the corner until you can pull yourself onto the landing above. Walk to the edge of the rockslide **(8)** just ahead and spot the next strut **(9)** on the cliff above.



GET PAST THE ROCKSLIDE



Now comes your first slide-and-grapple maneuver. Face the strut and step out onto the rockslide. As Nathan slides down, tilt the camera view up to see the strut. The moment the **L1** icon appears onscreen over the strut, punch that button on your controller to hook it!

As you swing, use the left stick to aim Nathan's arc toward the wooden beams **(10)** in the watchtower base across the gap. Climb to the top beam then shimmy rightward around the corner until you can climb the series of handholds all the way to the watchtower roof **(11)**.

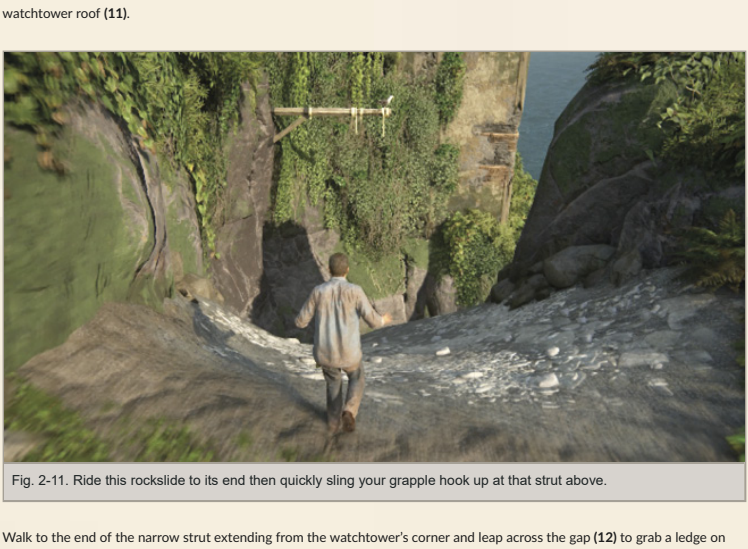


Fig. 2-11. Ride this rockslide to its end then quickly sling your grapple hook up at that strut above.

Walk to the end of the narrow strut extending from the watchtower's corner and leap across the gap **(12)** to grab a ledge on the main prison tower. Follow the climbing route on our map to traverse the tower face and reach the open window **(13)** in the top left corner *(see Fig. 2-11)*. Climb inside to enter the tower.

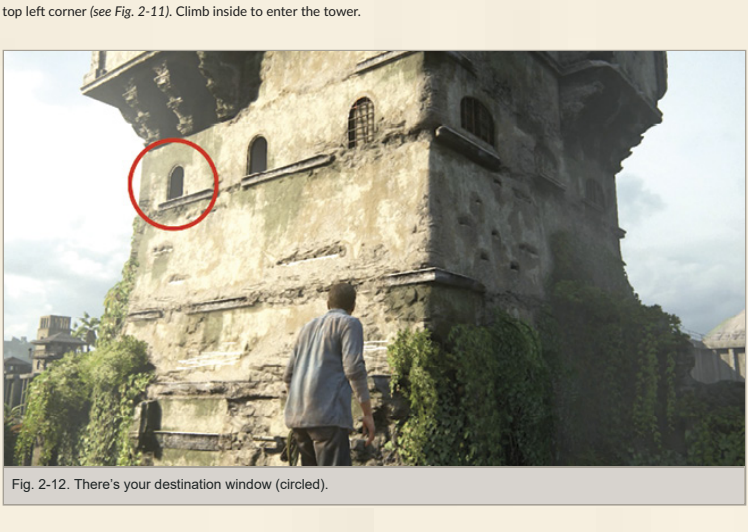
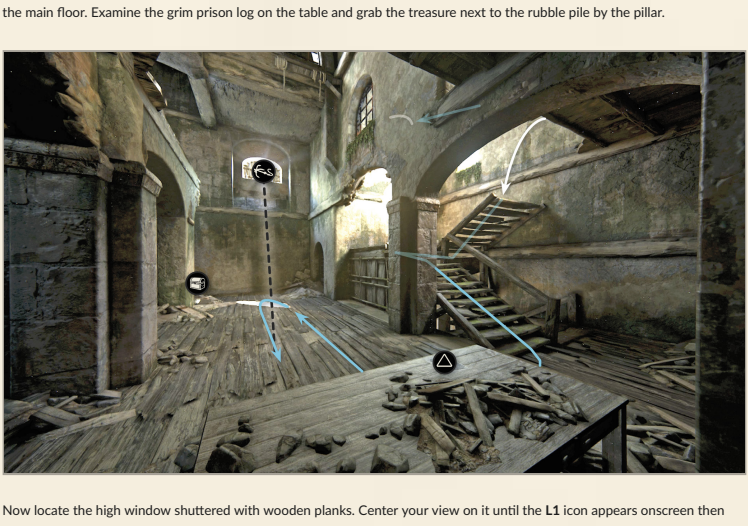


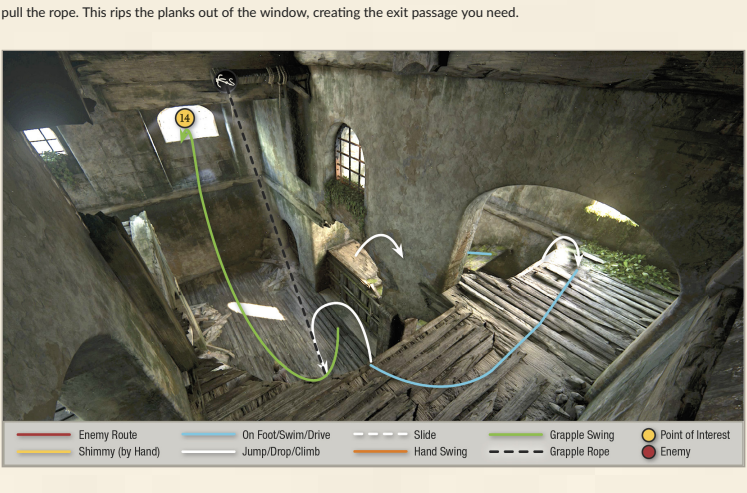
Fig. 2-12. There's your destination window (circled).

GET THROUGH THE HIGH EXIT WINDOW

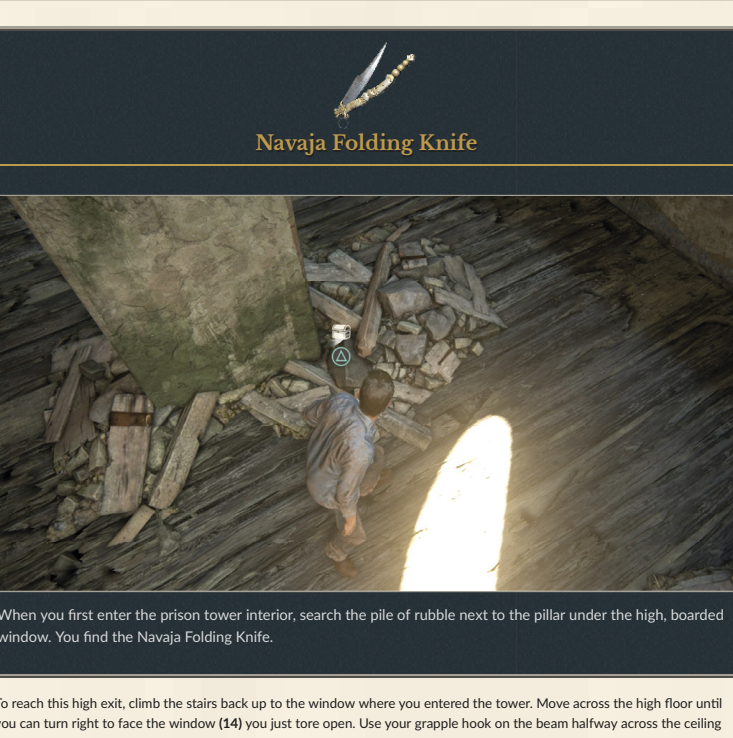
Nathan is now inside the tower, but your exterior climbing isn't quite finished yet. Hop down to the staircase and descend to the main floor. Examine the grim prison log on the table and grab the treasure next to the rubble pile by the pillar.



Now locate the high window shuttered with wooden planks. Center your view on it until the **L1** icon appears onscreen then press the indicated button to toss your grapple hook. Once the hook is attached, hold down **L1** and pull back the left stick to pull the rope. This rips the planks out of the window, creating the exit passage you need.



Navaja Folding Knife



When you first enter the prison tower interior, search the pile of rubble next to the pillar under the high, boarded window. You find the Navaja Folding Knife.

To reach this high exit, climb the stairs back up to the window where you entered the tower. Move across the high floor until you can turn right to face the window **(14)** you just tore open. Use your grapple hook on the beam halfway across the ceiling and swing over to the open window. Leap from the rope to grab the windowsill then climb out and hang outside.

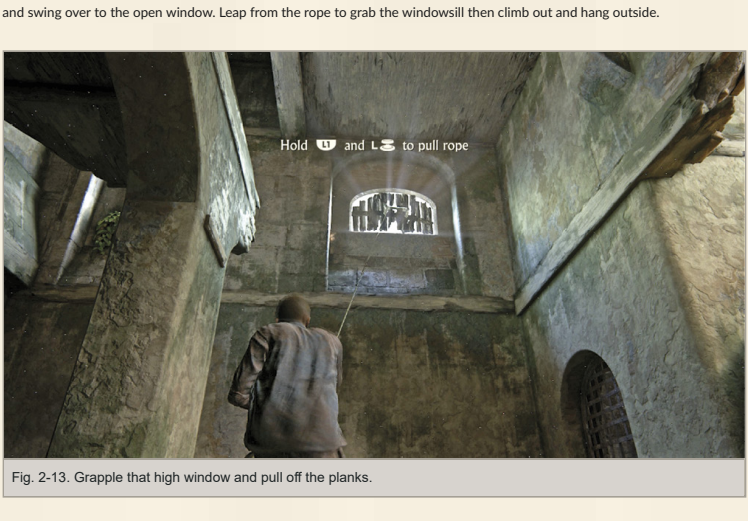
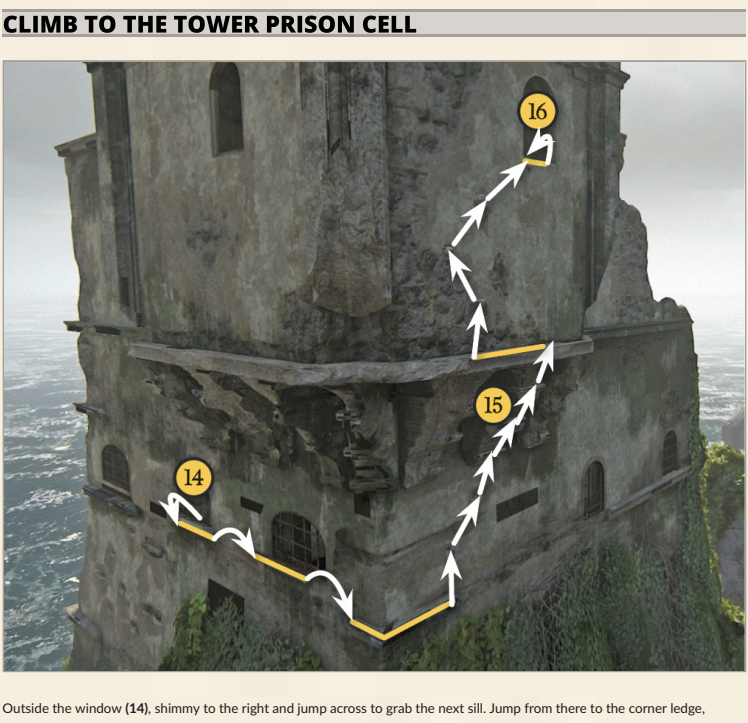


Fig. 2-13. Grapple that high window and pull off the planks.

CLIMB TO THE TOWER PRISON CELL



Outside the window **(14)**, shimmy to the right and jump across to grab the next sill. Jump from there to the corner ledge, shimmy around the corner, and start working your way upward to the right using the series of handholds including some on the wall buttress **(15)**. Follow our climbing route up to the open window **(16)** to enter the tower prison cell where Joseph Burnes was incarcerated.

SOLVE THE CELL WALL PUZZLE

The cell walls are covered with etchings and a number of protruding stones. Examine the etching marked in the corner *(see Fig. 2-14)*—the top half appears to be the sun and the bottom half looks like the moon and stars. As Nathan notes, these are alchemy symbols used for gold and silver. Note also that a combination of sun, moon, and stars can be used to symbolize the Zodiac.

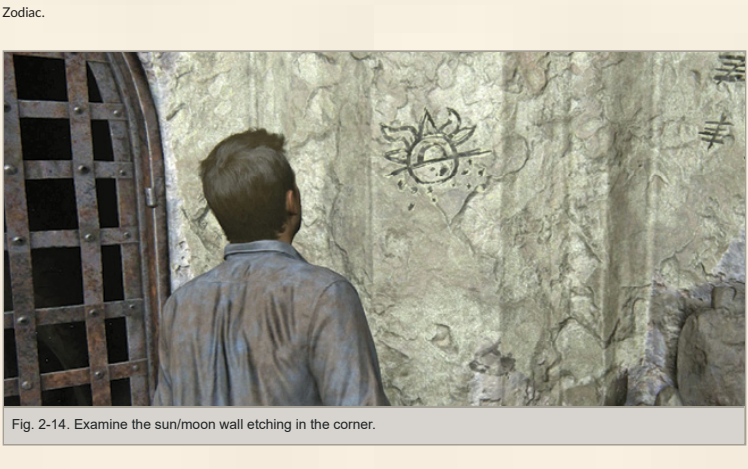


Fig. 2-14. Examine the sun/moon wall etching in the corner.

Now follow the onscreen prompt and press the PS4 touchpad to examine the Joseph Burnes letter again. A full sun is in the upper left corner. If you press △ to flip the note, you see a half moon and stars in the bottom right corner. Flip the note to the front again—now you have a new onscreen option available, "Fold." Press ✕ to fold the note. The drawing in the note's upper left corner now matches the sun/moon etching on the wall.

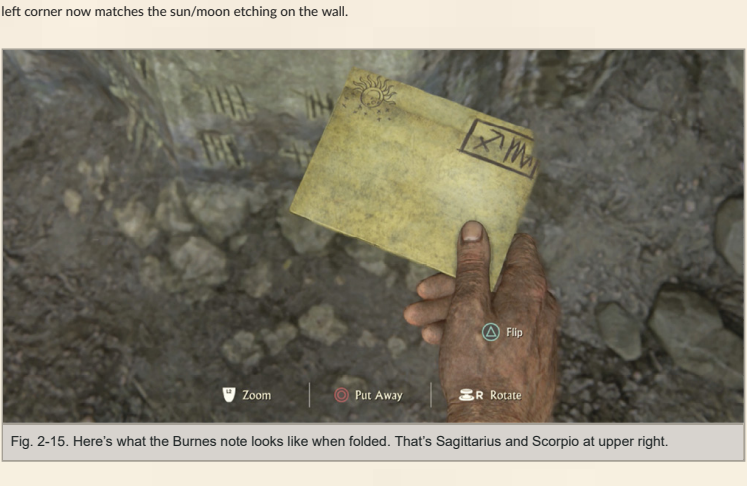


Fig. 2-15. Here's what the Burnes note looks like when folded. That's Sagittarius and Scorpio at upper right.

Folding the Burnes letter also changes the two symbols in its upper right corner. The first one is the Zodiac symbol for Sagittarius; the second is Scorpio. Now put away the note and find those two glyphs on the walls. The Scorpio glyph equals with the Roman numeral for two: "II." The Sagittarius symbol equals the Roman numeral for ten: "X."

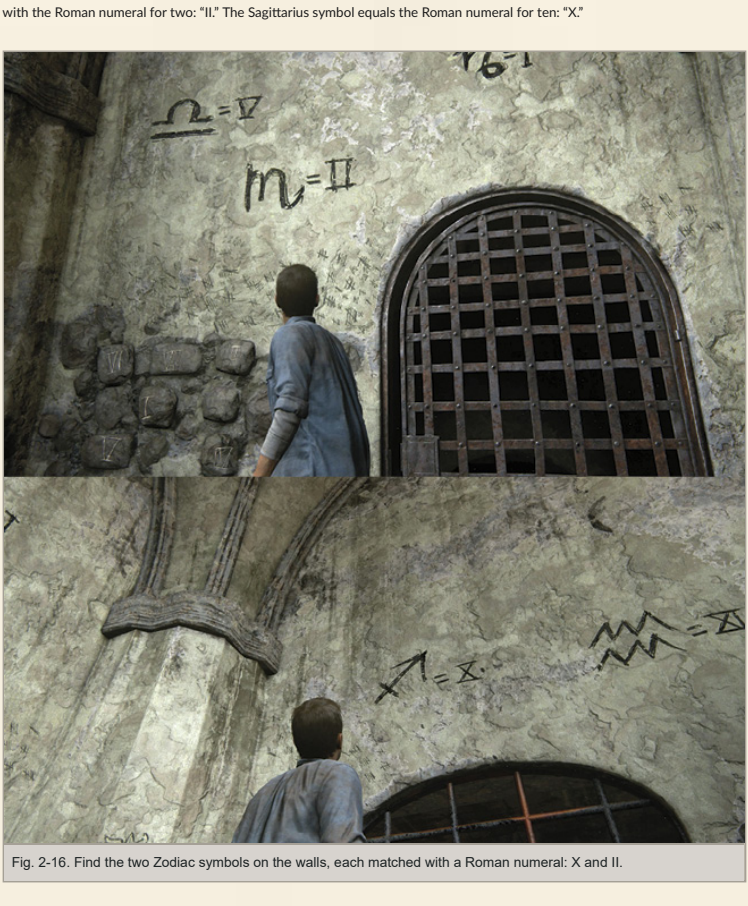


Fig. 2-16. Find the two Zodiac symbols on the walls, each matched with a Roman numeral: X and II.

So let's do Roman math: The two Roman symbols combined, X plus II, equal twelve. Find the Roman numeral twelve (XII) on a stone protruding from the wall directly under the compass etching. Approach it and press △. Nathan pulls the stone from the wall and finds an item in the hole behind the stone.

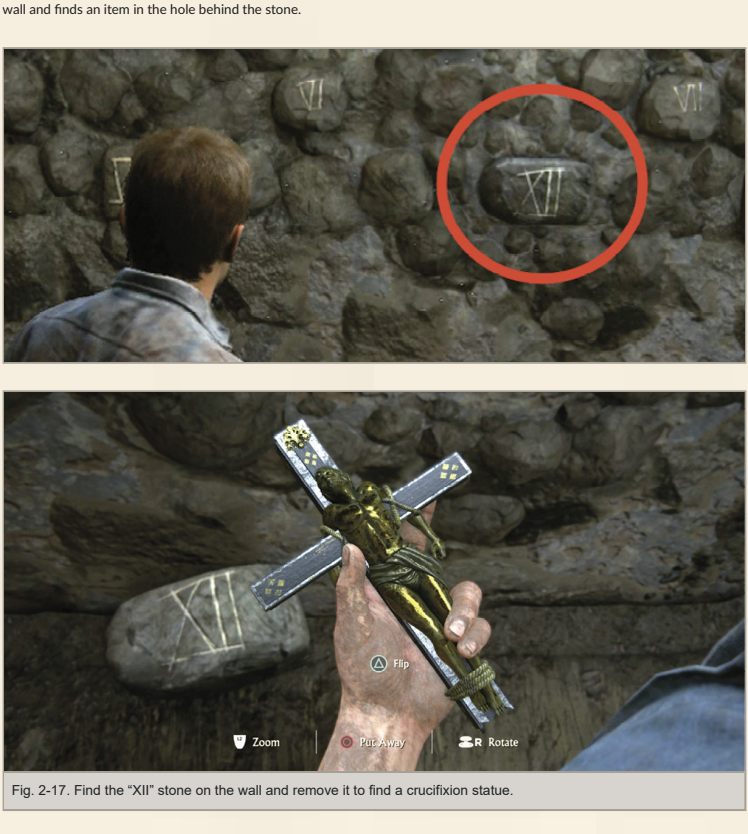
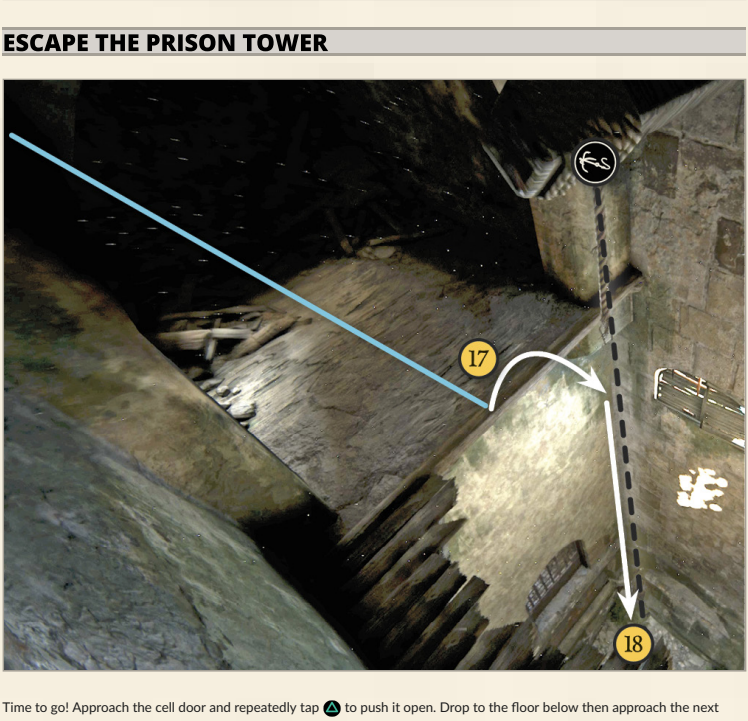
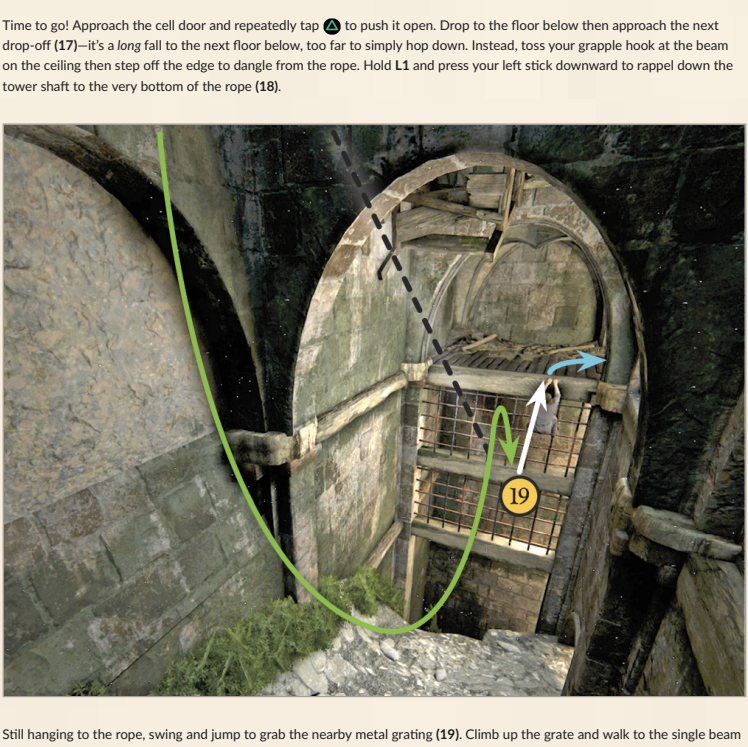


Fig. 2-17. Find the "XII" stone on the wall and remove it to find a crucifixion statue.

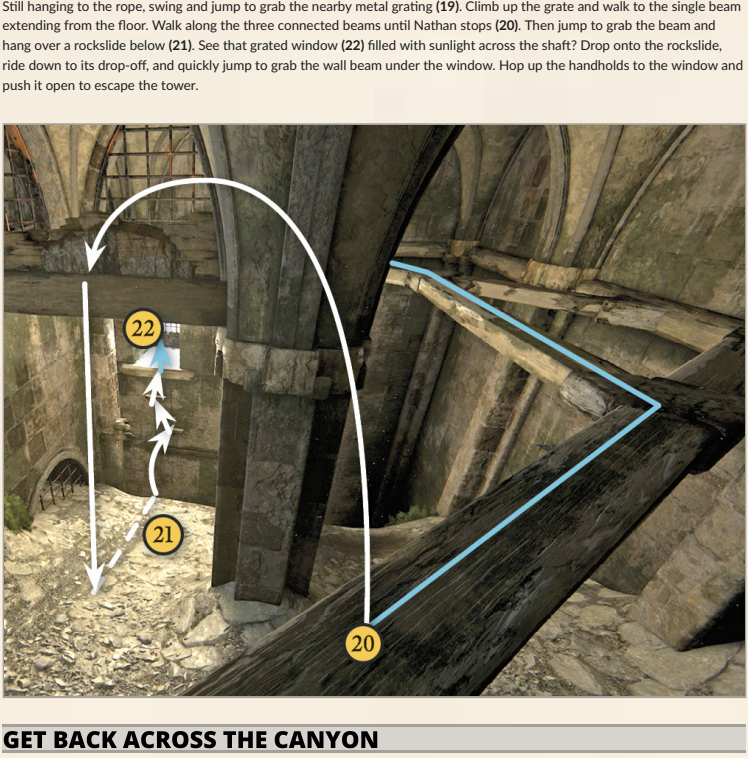
ESCAPE THE PRISON TOWER



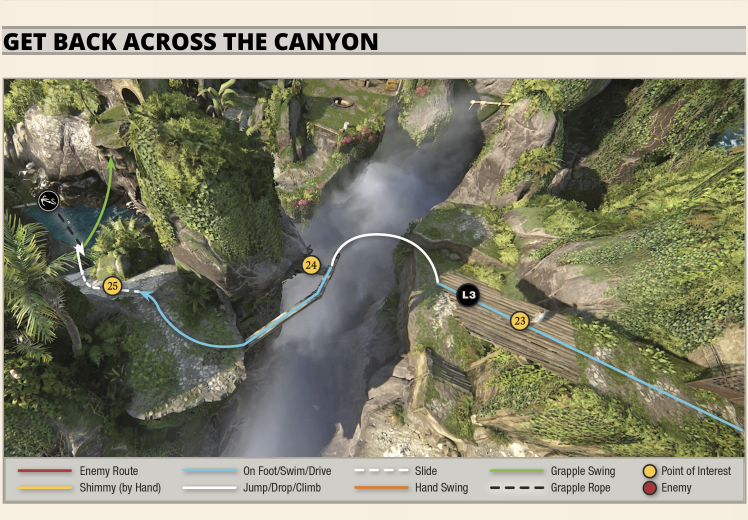
Time to go! Approach the cell door and repeatedly tap △ to push it open. Drop to the floor below then approach the next drop-off **(17)**—it's a *long* fall to the next floor below, too far to simply hop down. Instead, toss your grapple hook at the beam on the ceiling then step off the edge to dangle from the rope. Hold **L1** and press your left stick downward to rappel down the tower shaft to the very bottom of the rope **(18)**.



Still hanging to the rope, swing and jump to grab the nearby metal grating **(19)**. Climb up the grate and walk to the single beam extending from the floor. Walk along the three connected beams until Nathan stops **(20)**. Then jump to grab the beam and hang over a rockslide below **(21)**. See that grated window **(22)** filled with sunlight across the shaft? Drop onto the rockslide, ride down to its drop-off, and quickly jump to grab the wall beam under the window. Hop up the handholds to the window and push it open to escape the tower.



GET BACK ACROSS THE CANYON



Outside the tower, walk down the broken bridge **(23)** and press **L3** to spot Vargas back across the canyon, waiting for your return. Jump from the end of the bridge to grab the support beam **(24)** across the gap. Pull yourself atop the narrow beam and walk to the plateau, crossing it to the top edge of the rockslide on the far side.

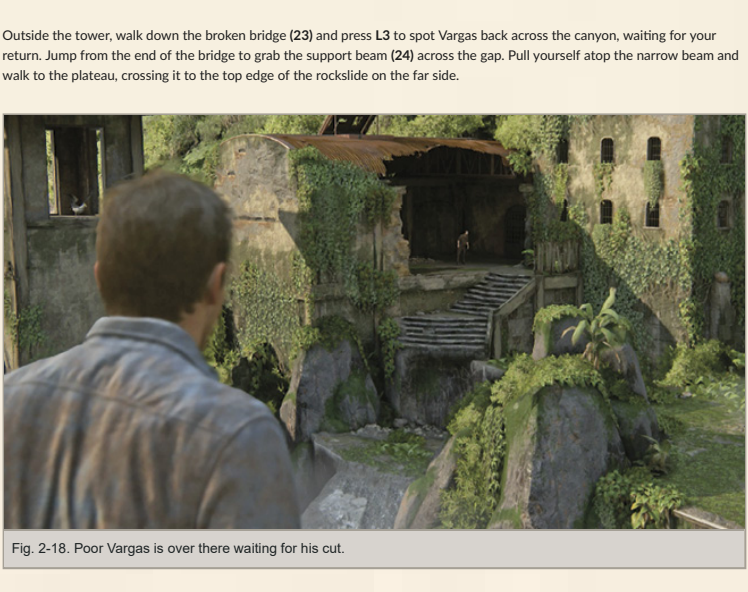
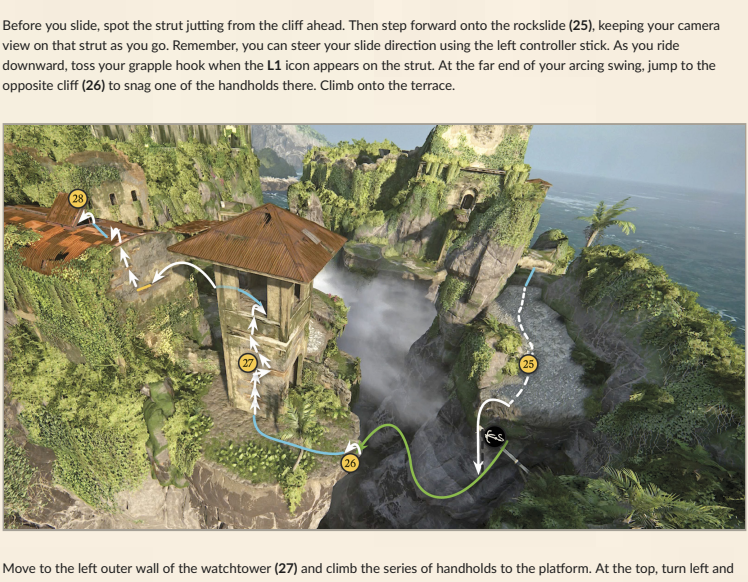


Fig. 2-18. Poor Vargas is over there waiting for his cut.

Before you slide, spot the strut jutting from the cliff ahead. Then step forward onto the rockslide **(25)**, keeping your camera view on that strut as you go. Remember, you can steer your slide direction using the left controller stick. As you ride downward, toss your grapple hook when the **L1** icon appears on the strut. At the far end of your arcing swing, jump to the opposite cliff **(26)** to snag one of the handholds there. Climb onto the terrace.



Move to the left outer wall of the watchtower **(27)** and climb the series of handholds to the platform. At the top, turn left and make a running leap across the gap to grab a handhold on the decrepit storage building. Climb to its curved roof, walk to the open roof hatch **(28)**, and drop in on your buddy Vargas.

This triggers a pair of cutscenes: Nathan sends Vargas to look for prison blueprints and then meets up with Sam Drake—that's right, the older brother you met in the orphanage flashback. Nathan makes a report to Sam and another partner, Rafe Adler. As the team examines the unusual artifact, Sam uses his Catholic schooling to figure out what it might mean. Next destination: Scotland.

Fig. 2-19. The brothers Drake meet in the yard.

DEFEAT THE THUGS

But first, you need to get out of Panama alive. Start punching thugs, using the melee combat controls you learned in the first prison fight plus a new move: press ○ to roll and evade punches (onscreen button prompts help you, just in case).

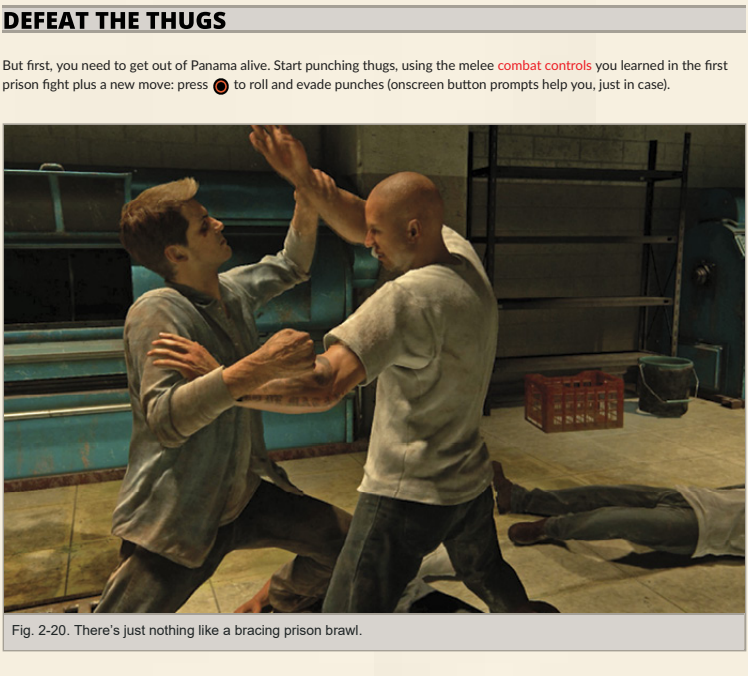


Fig. 2-20. There's just nothing like a bracing prison brawl.

Keep knocking out hostile inmates until Vargas halts the battle and hauls Nathan and crew into his office. There, the negotiations go awry, and your team needs to make a hurried escape. Rafe grabs Vargas's keys and takes off running. Your objective: reach the getaway boat below the lighthouse just outside the prison.

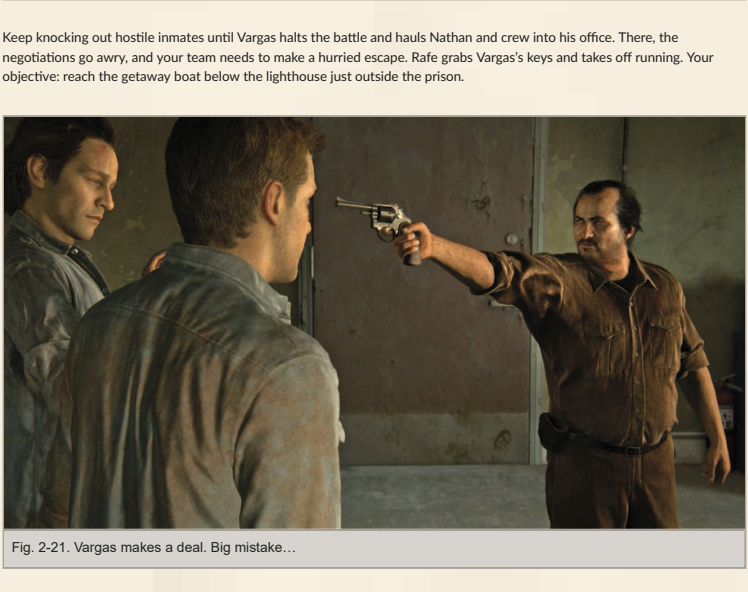


Fig. 2-21. Vargas makes a deal. Big mistake…

ESCAPE THE PRISON!

To start, simply follow Sam and Rafe through the corridors until you reach a locked dead end. Hurry! Heavily armed guards are in hot pursuit. Sprint immediately to the second pair of windows on the right side of the room and press △ to get Nathan and Sam in place. Then start rapidly tapping △ to push out the window bars.

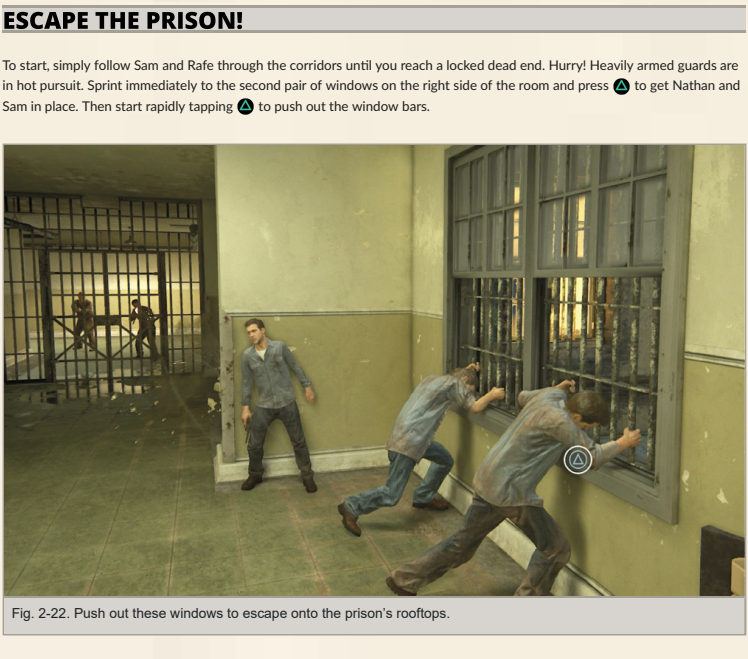
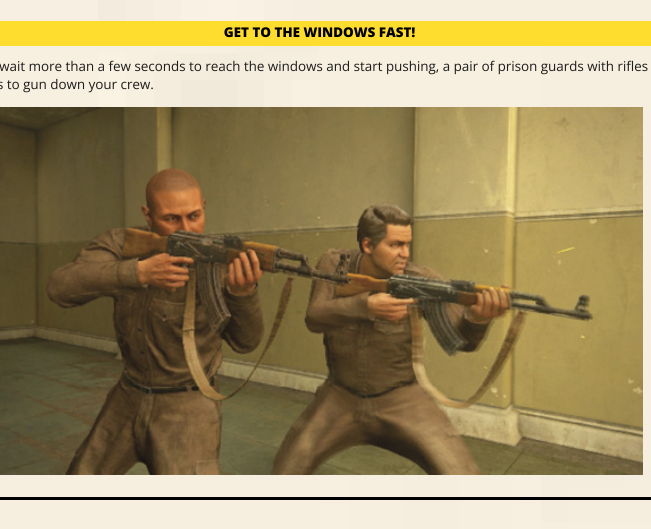


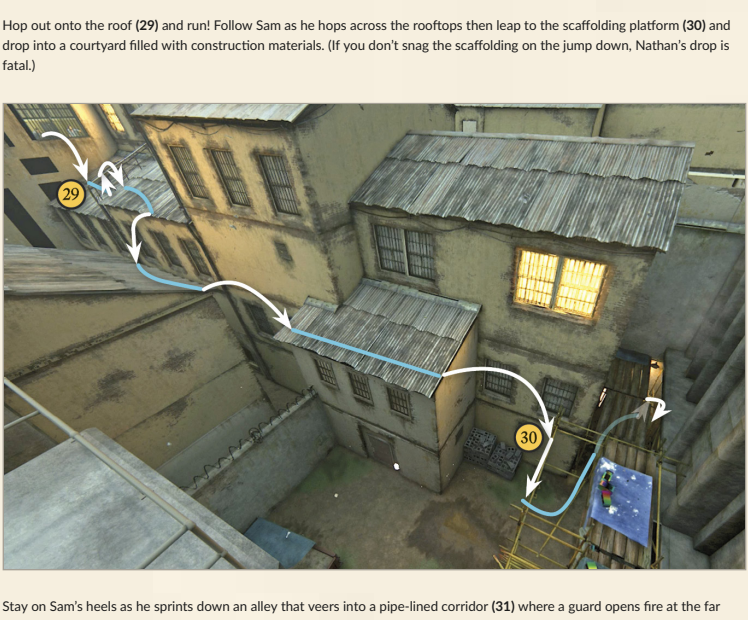
Fig. 2-22. Push out these windows to escape onto the prison's rooftops.

GET TO THE WINDOWS FAST!

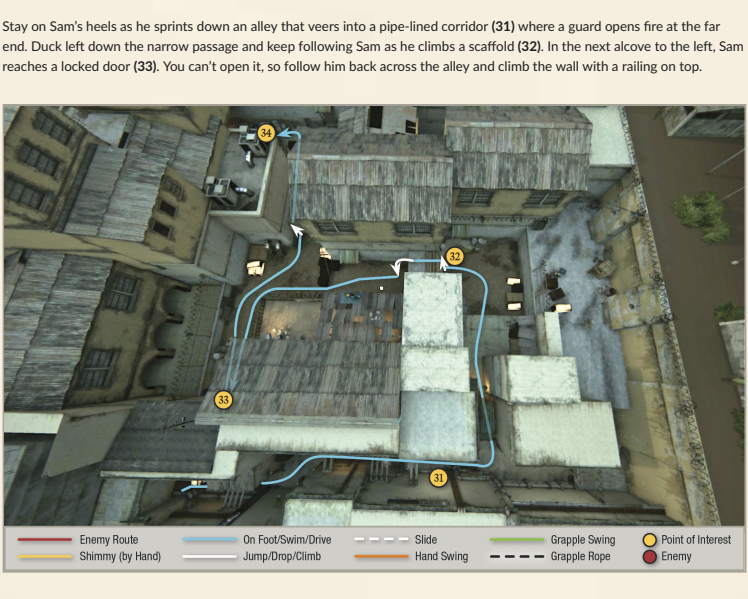
If you wait more than a few seconds to reach the windows and start pushing, a pair of prison guards with rifles arrives to gun down your crew.

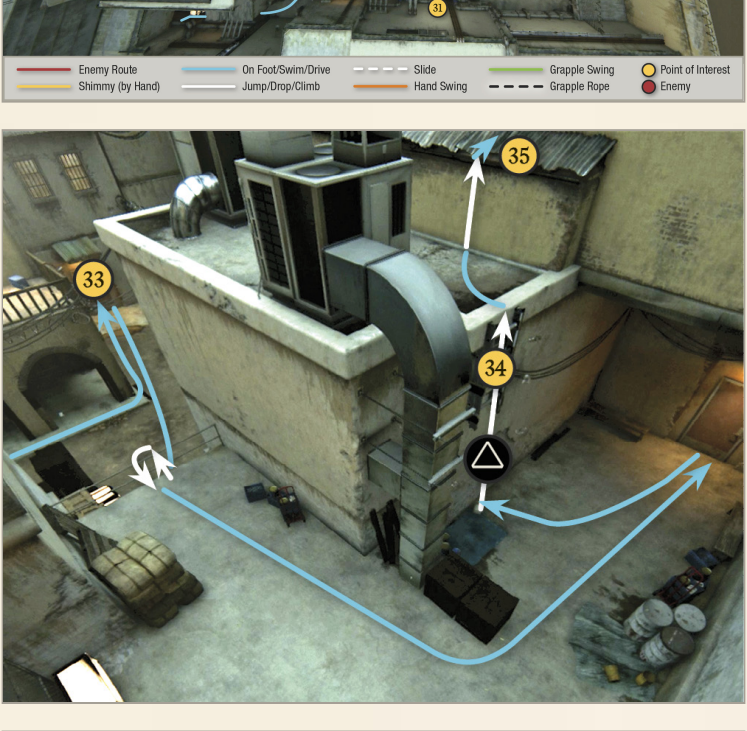


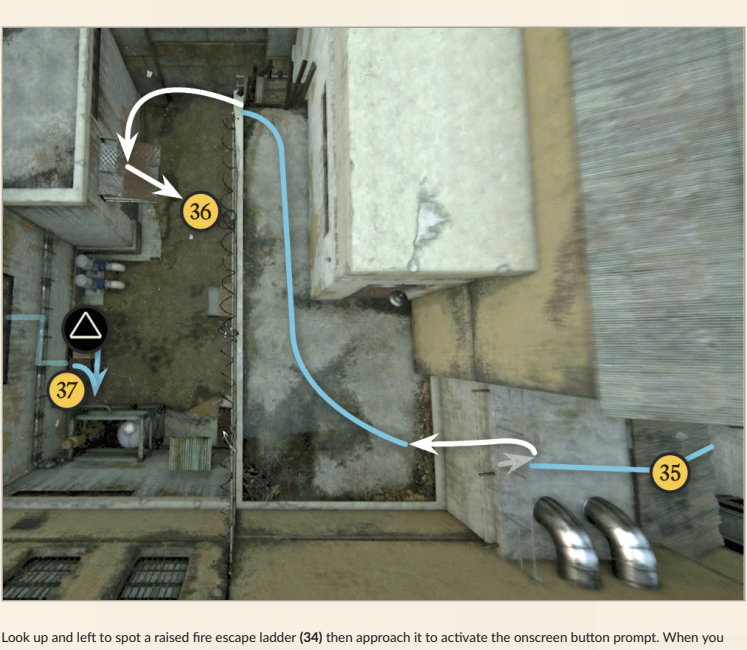
Hop out onto the roof **(29)** and run! Follow Sam as he hops across the rooftops then leap to the scaffolding platform **(30)** and drop into a courtyard filled with construction materials. (If you don't snag the scaffolding on the jump down, Nathan's drop is fatal.)



Stay on Sam's heels as he sprints down an alley that veers into a pipe-lined corridor **(31)** where a guard opens fire at the far end. Duck left down the narrow passage and keep following Sam as he climbs a scaffold **(32)**. In the next alcove to the left, Sam reaches a locked door **(33)**. You can't open it, so follow him back across the alley and climb the wall with a railing on top.







Look up and left to spot a raised fire escape ladder **(34)** then approach it to activate the onscreen button prompt. When you press △, Nathan boosts Sam up to the ladder; when Sam reaches the top, he kicks the ladder down for Nathan and Rafe. Climb the ladder, hop onto the low roof on the right **(35)**, and vault over the railing at the top.

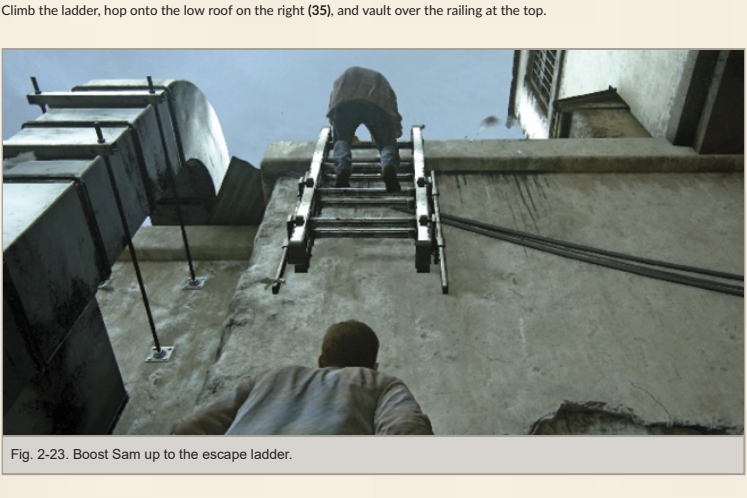


Fig. 2-23. Boost Sam up to the escape ladder.

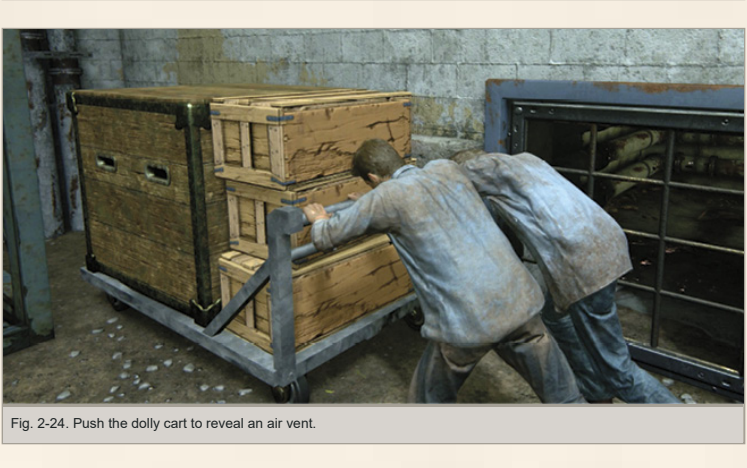
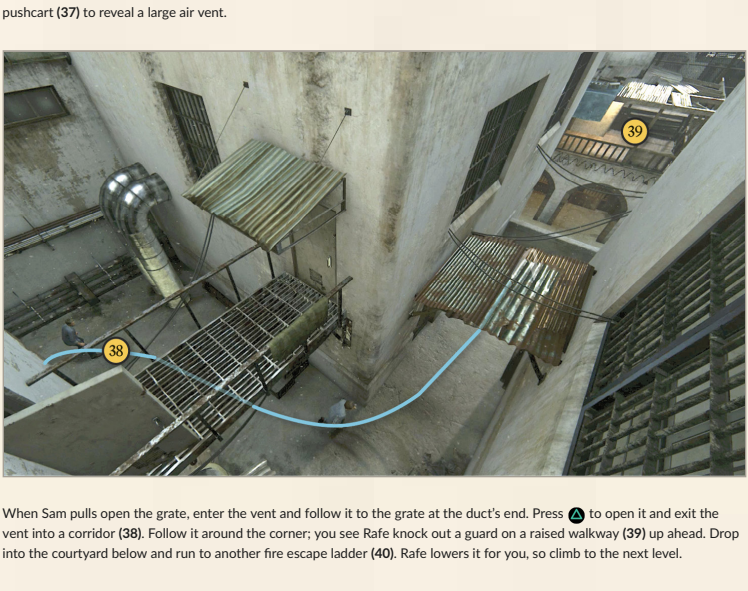
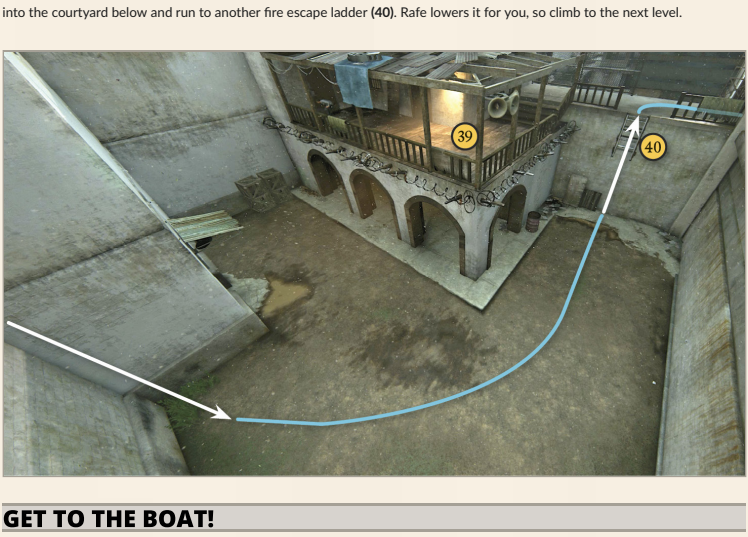


Fig. 2-24. Push the dolly cart to reveal an air vent.

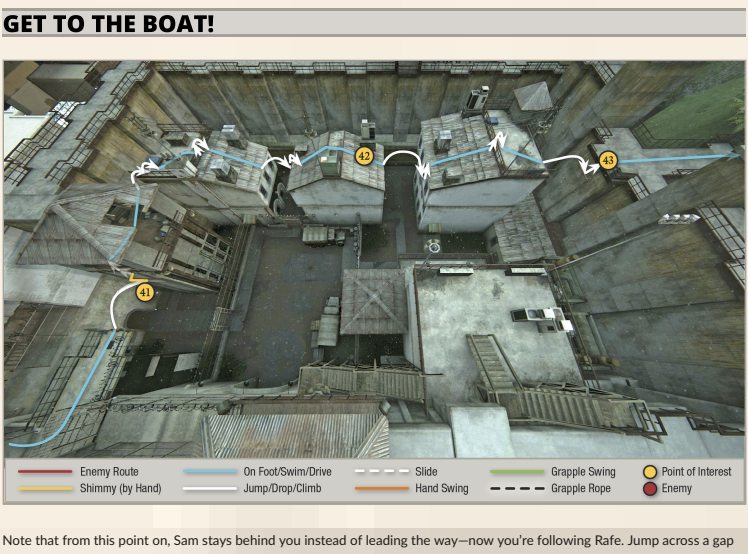
Next, turn right and hustle to the end of the security fence. Turn left to spot Sam then try to jump across to him. Nathan lands short and slides backward down the sloped roof onto the ground below **(36)**. This lands you in the midst of a tough crew of prison guards. As you launch into melee combat, Sam drops down to help. After you KO all attackers, help Sam move the pushcart **(37)** to reveal a large air vent.



When Sam pulls open the grate, enter the vent and follow it to the grate at the duct's end. Press △ to open it and exit the vent into a corridor **(38)**. Follow it around the corner; you see Rafe knock out a guard on a raised walkway **(39)** up ahead. Drop into the courtyard below and run to another fire escape ladder **(40)**. Rafe lowers it for you, so climb to the next level.



GET TO THE BOAT!



Note that from this point on, Sam stays behind you instead of leading the way—now you're following Rafe. Jump across a gap to grab another a ledge **(41)**, shimmy left around the corner, and then climb to a platform where you can look down at the prison's vehicle pool.

Turn left and make a running leap from the wooden pallet to an open platform. There, you can turn right and spot Rafe on the next rooftop. Leap across a series of three roofs **(42)**, following Rafe until you finally rejoin him on a platform atop the prison's outer wall **(43)**. You can see the lighthouse and open jungle just ahead! Rafe says a boat waits for you just beyond the wall.

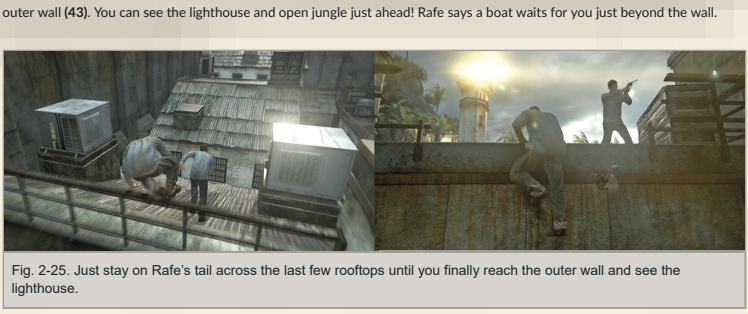


Fig. 2-25. Just stay on Rafe's tail across the last few rooftops until you finally reach the outer wall and see the lighthouse.

This triggers a dramatic cutscene: Sam makes the last jump and Nathan tries to give his brother a hand. When control returns, follow Rafe over the last railing into the jungle. Scramble downhill through the heavy foliage and over low walls, following Rafe until you reach a rockslide. Hop onto the slide and ride downward toward the water. Done! Watch the game opening credits.

Chapter 3: The Malaysia Job

Nathan Drake's long slide into the sea off Panama triggers another watery transition to a different time. Fifteen years later, Nathan works for Jameson Marine Inc., a legitimate marine salvage firm based on the Gulf Coast. When you regain control, you are in the midst of a scuba dive, part of an underwater salvage operation.

Collectibles

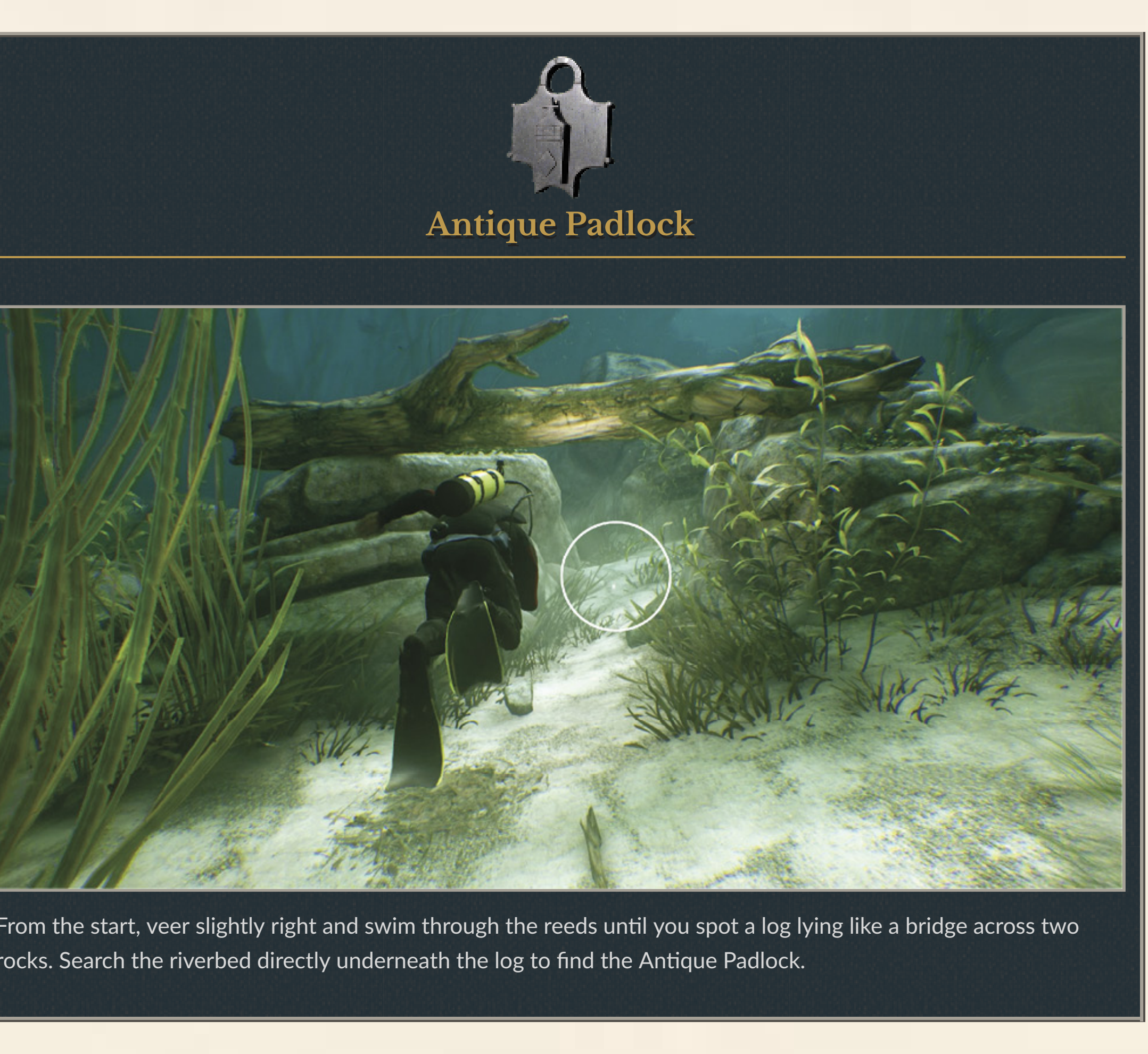
Treasures: 4

Optional Conversations: 2

FIND THE SALVAGE

A semi-truck pulling a trailer of valuable cargo has plunged off a bridge into the river. As he dives, Nathan speaks via radio with his boss, Jameson, the company owner. Remember, hold ● to dive downward and press ✕ to ascend. From the start, swim past the rocks on your left then veer rightward through the clumps of reeds to find a treasure.

Antique Padlock



From the start, veer slightly right and swim through the reeds until you spot a log lying like a bridge across two rocks. Search the riverbed directly underneath the log to find the Antique Padlock.

Continue downstream into the underwater ravine with rocks rising on both sides. On the left you see a pair of tunnel openings in the rock where you can find another treasure. Then veer slightly rightward until you reach a grass-covered patch of river bottom with a small clearing in the middle of it *(see Fig. 3-1)*. Hold ● to dive down to the object and then examine it: a piece of the wrecked trailer you're searching for.

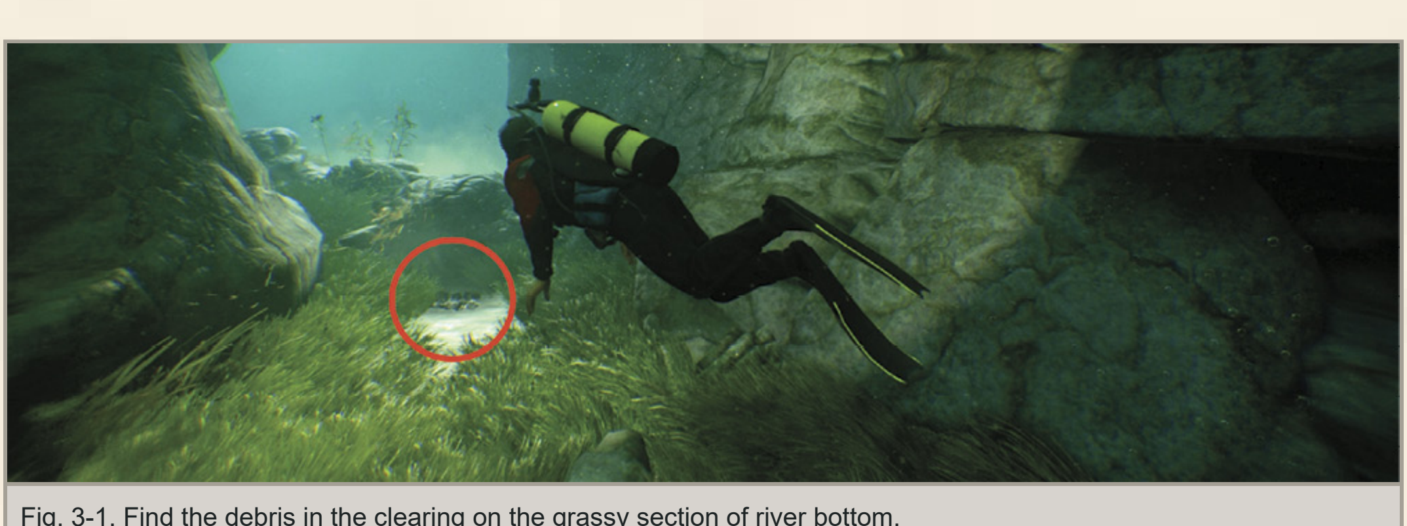
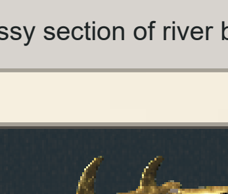
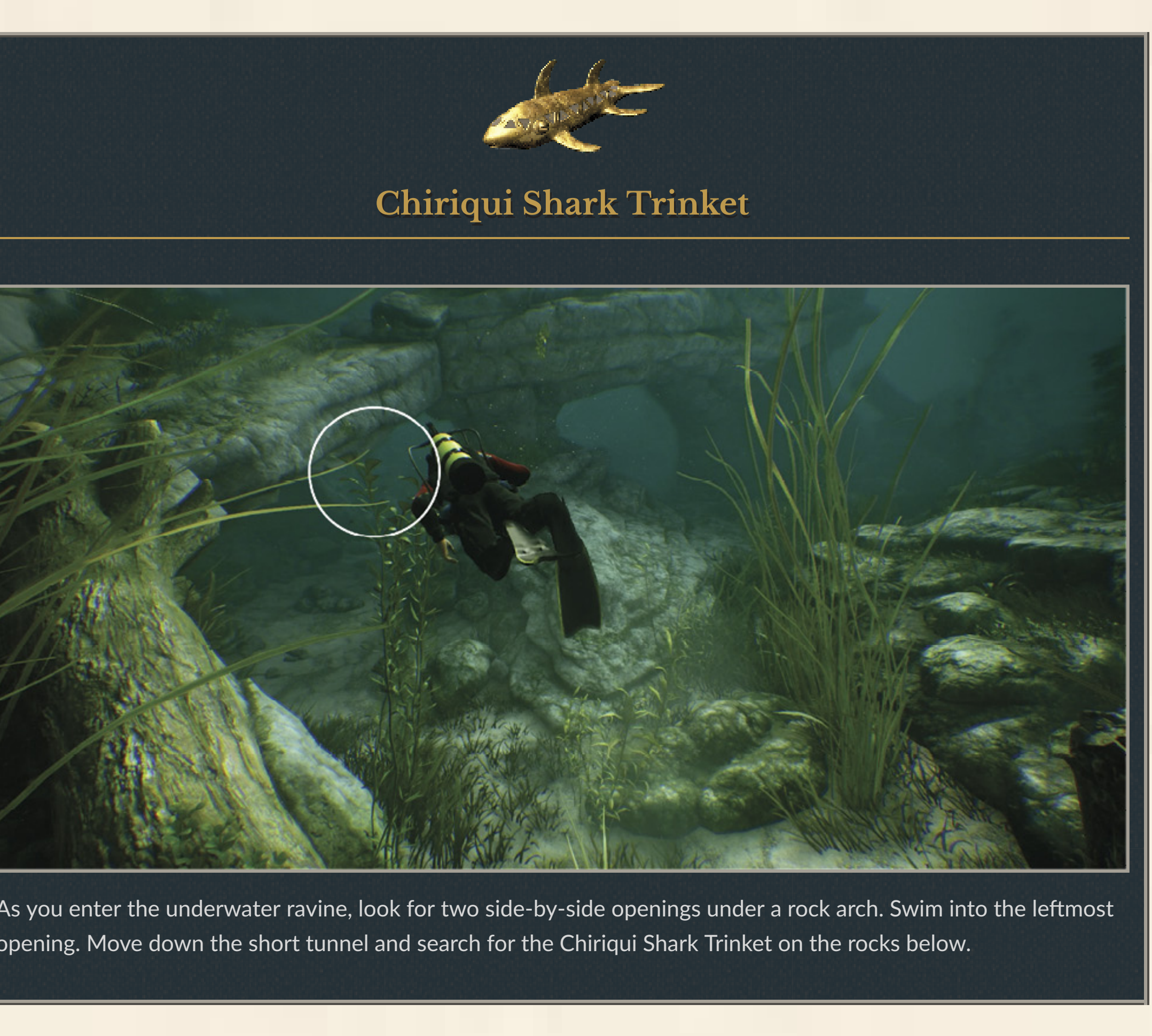


Fig. 3-1. Find the debris in the clearing on the grassy section of river bottom.



Chiriqui Shark Trinket



As you enter the underwater ravine, look for two side-by-side openings under a rock arch. Swim into the leftmost opening. Move down the short tunnel and search for the Chiriqui Shark Trinket on the rocks below.

Swim downstream into the ravine and dive downward to follow the scrape marks and debris *(see Fig. 3-2)* left by the trailer's plunge from the bridge above. Soon you find the red trailer turned on its side. Before you examine it, you can find one more treasure on a low ledge over on the right side of the underwater ravine.

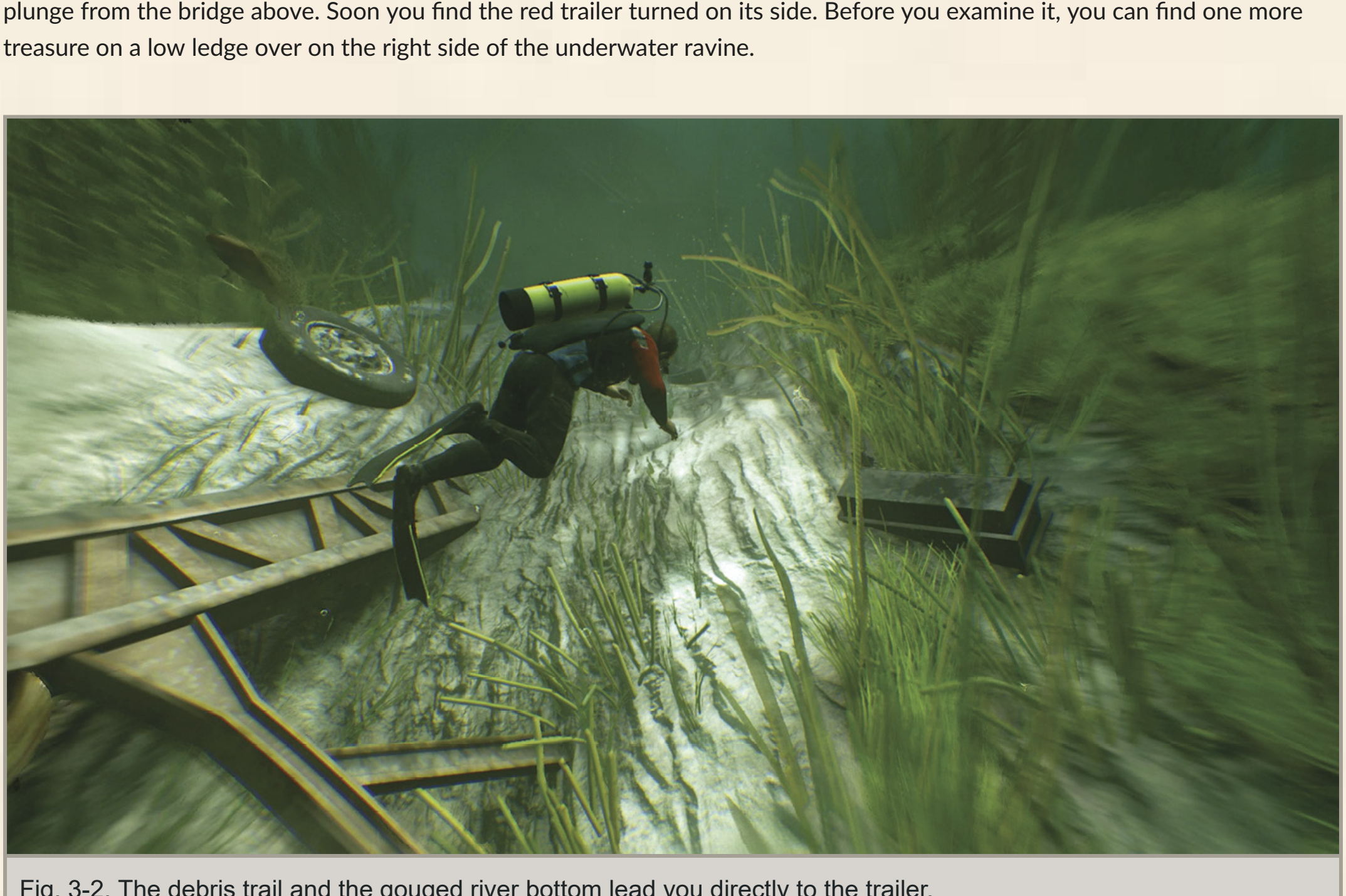


Fig. 3-2. The debris trail and the gouged river bottom lead you directly to the trailer.

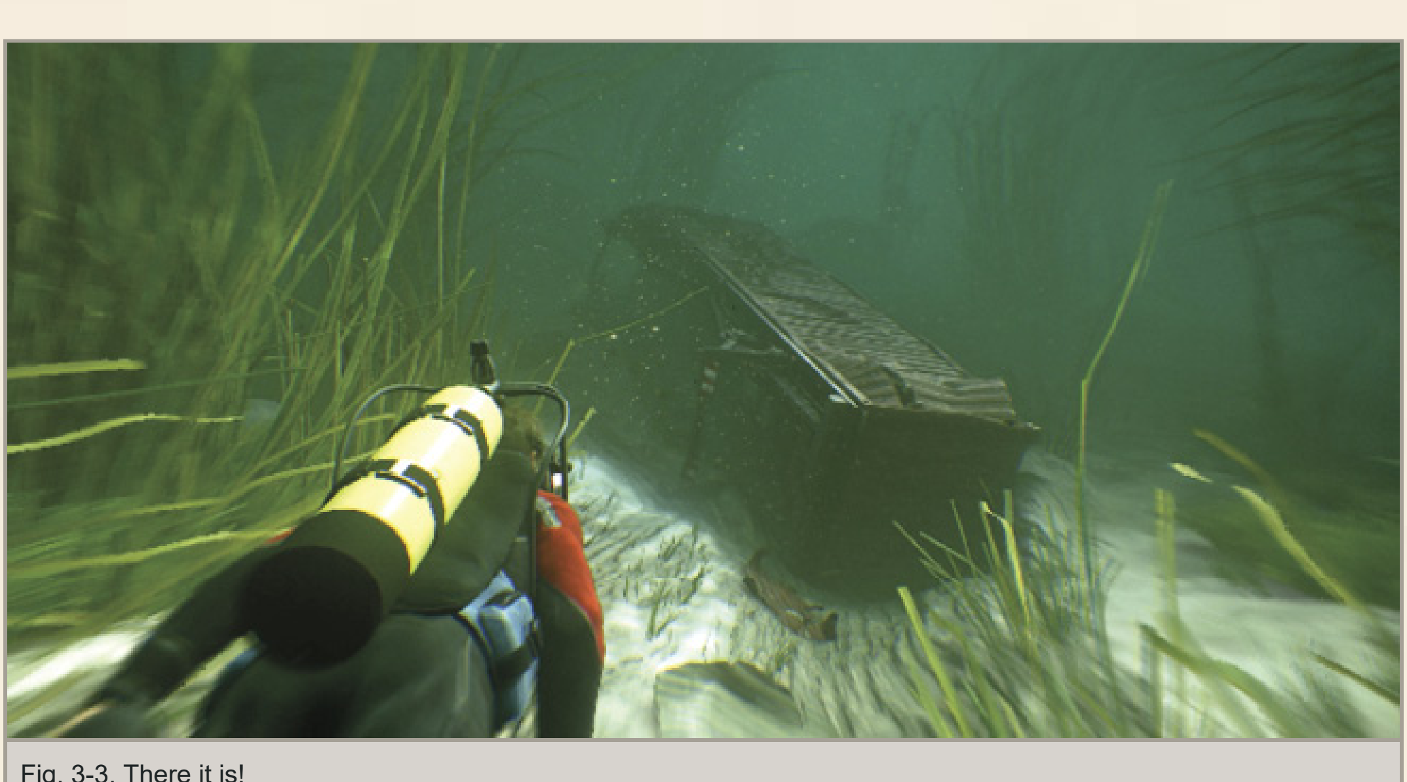
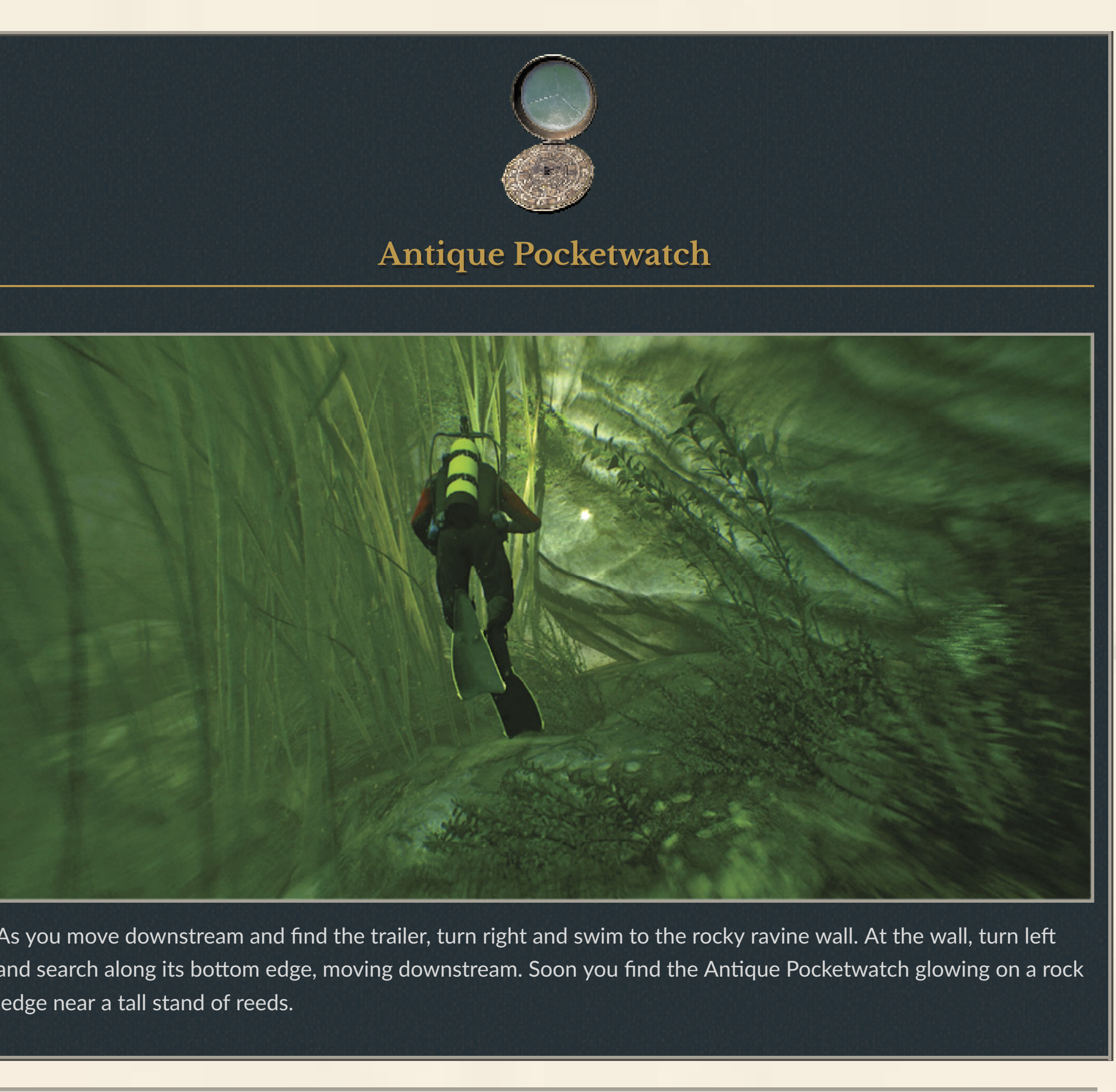


Fig. 3-3. There it is!

Antique Pocketwatch



As you move downstream and find the trailer, turn right and swim to the rocky ravine wall. At the wall, turn left and search along its bottom edge, moving downstream. Soon you find the Antique Pocketwatch glowing on a rock ledge near a tall stand of reeds.

EXAMINE THE TRAILER & CARGO

Explore the site, looking for Examine icons that reveal more detail about the situation. First, dive to the striped strut on the trailer's undercarriage; Nathan reports that the axles are in good shape and can be used to lift the rig. Next, swim to the top of the wreck and examine the torn section; Nathan peers inside and reports that most of the cargo crates are still aboard.

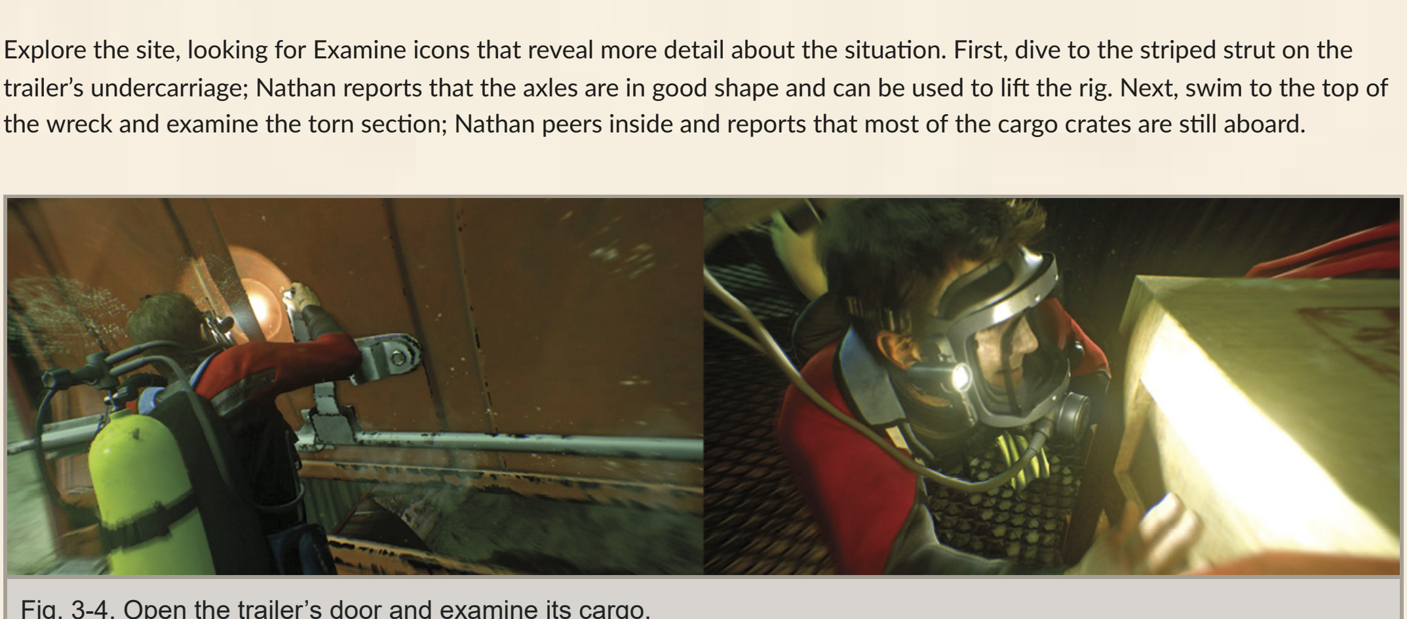


Fig. 3-4. Open the trailer's door and examine its cargo.

Swim to the doors on the far end of the trailer and examine them; Nathan seizes the door latch. Repeatedly tap △ to pull open the door. Swim inside and examine the crates to count them: Nathan discovers that two crates are missing.

LOCATE THE TWO MISSING CRATES

Turn around, swim halfway down the trailer interior, and examine the hole torn below you to find one missing crate. You can repeatedly tap △ to try picking it up, but the crate is pinned underneath. Exit the trailer and veer rightward a bit and follow the scraped path. The other missing crate is roughly 30 feet away against the right wall of the ravine. Pick up the crate, tapping ✕ repeatedly to lift it. Swim back inside the trailer and secure the crate in the stack.

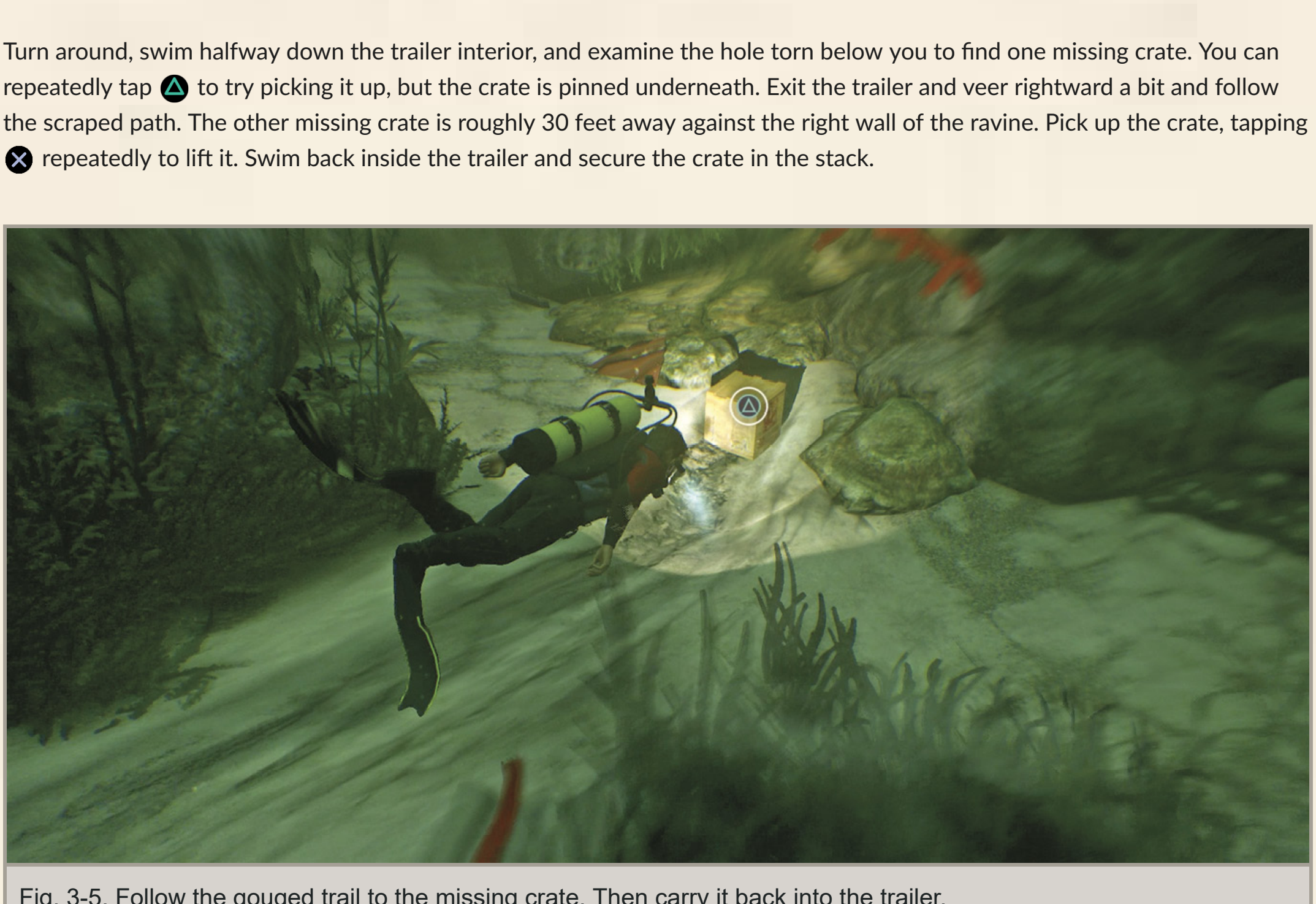


Fig. 3-5. Follow the gouged trail to the missing crate. Then carry it back into the trailer.

HOOK THE TRAILER TO THE CRANE SLING

Once the first crate is secured, Jameson reports that the salvage barge is directly above the trailer, and its crane is lowering a sling harness. Swim out of the trailer and spot the sling above it. As you approach the sling, two hook icons appear. Swim closer until you can grab either hook; each is attached to a cable.

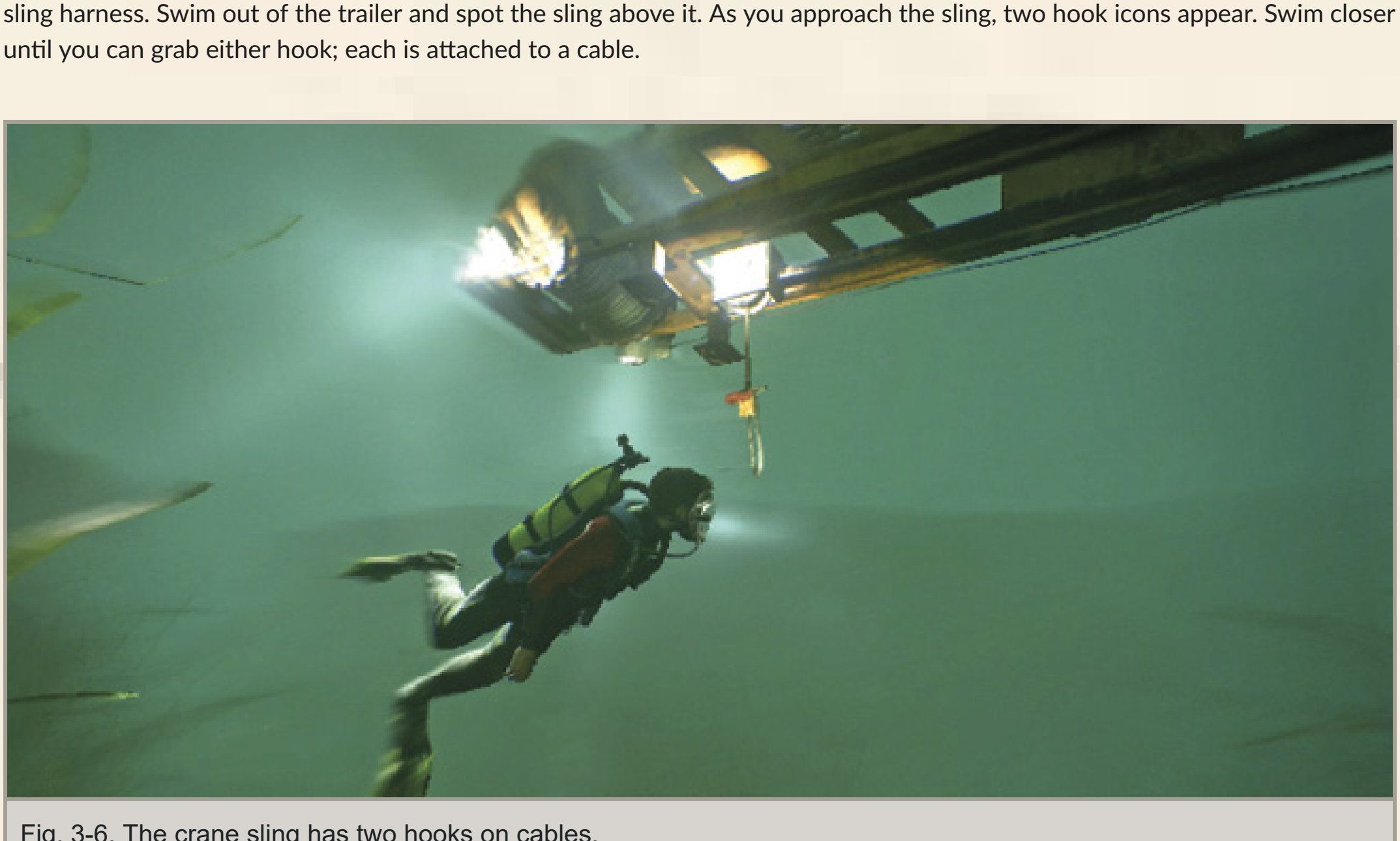


Fig. 3-6. The crane sling has two hooks on cables.

Swim with the hook down to the nearest trailer axle marked by a hook icon. Swim *completely around* the axle until you see the △ icon appear then press that button to latch the hook to the cable.

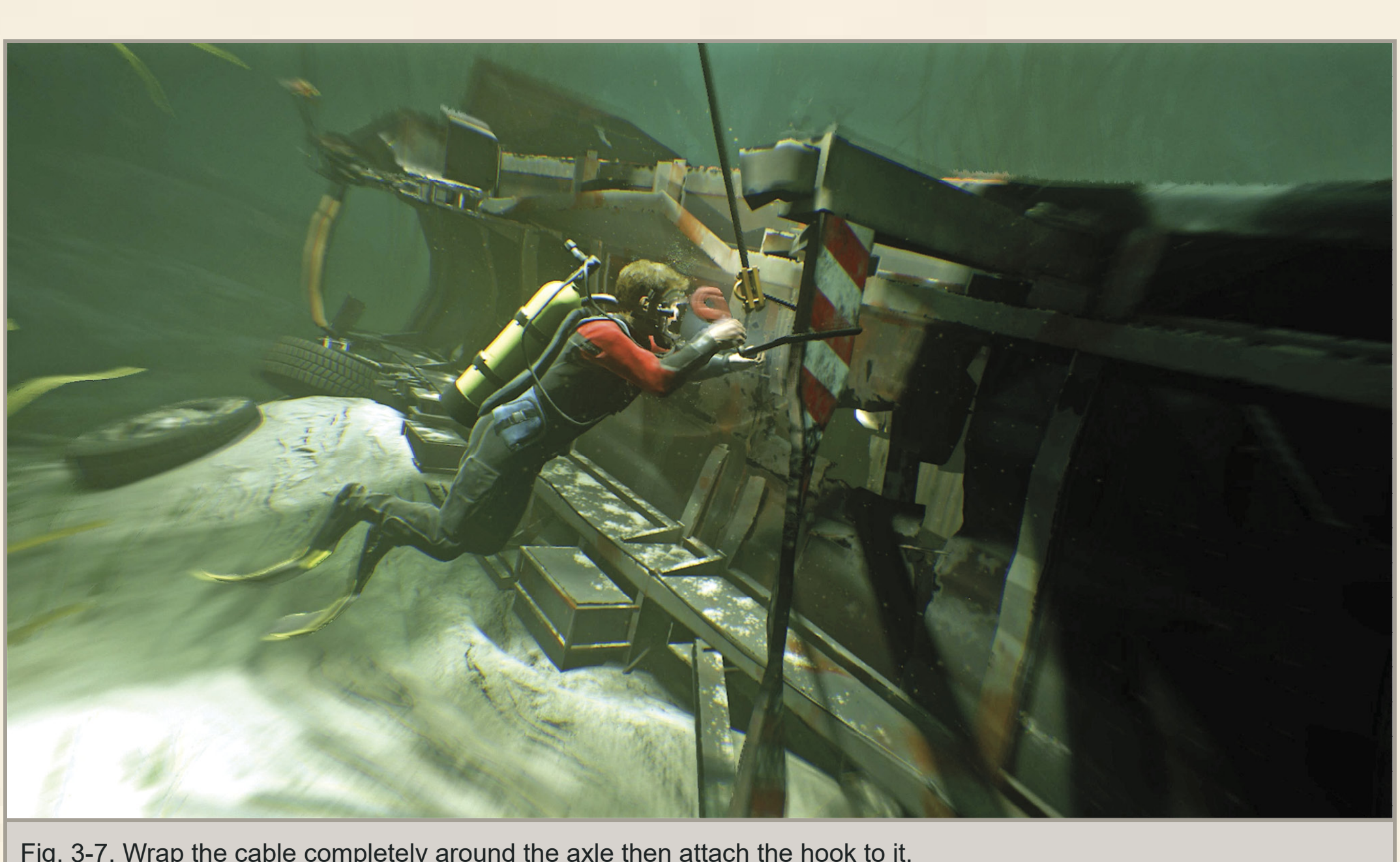


Fig. 3-7. Wrap the cable completely around the axle then attach the hook to it.

Swim back up to the sling and repeat this process with the other cable, pulling its hook down and securing it around the trailer's other axle. (Again, you have to swim completely around the axle before you can latch the hook to the cable.) Then swim a short distance away so that Jameson can raise the trailer safely.

Once the trailer is raised, swim underneath and grab the other loose crate. Haul the crate up (tapping ✕ to lift) and into the trailer interior then slide it into place with the other crates. Finally, repeatedly tap △ to secure it in the straps.

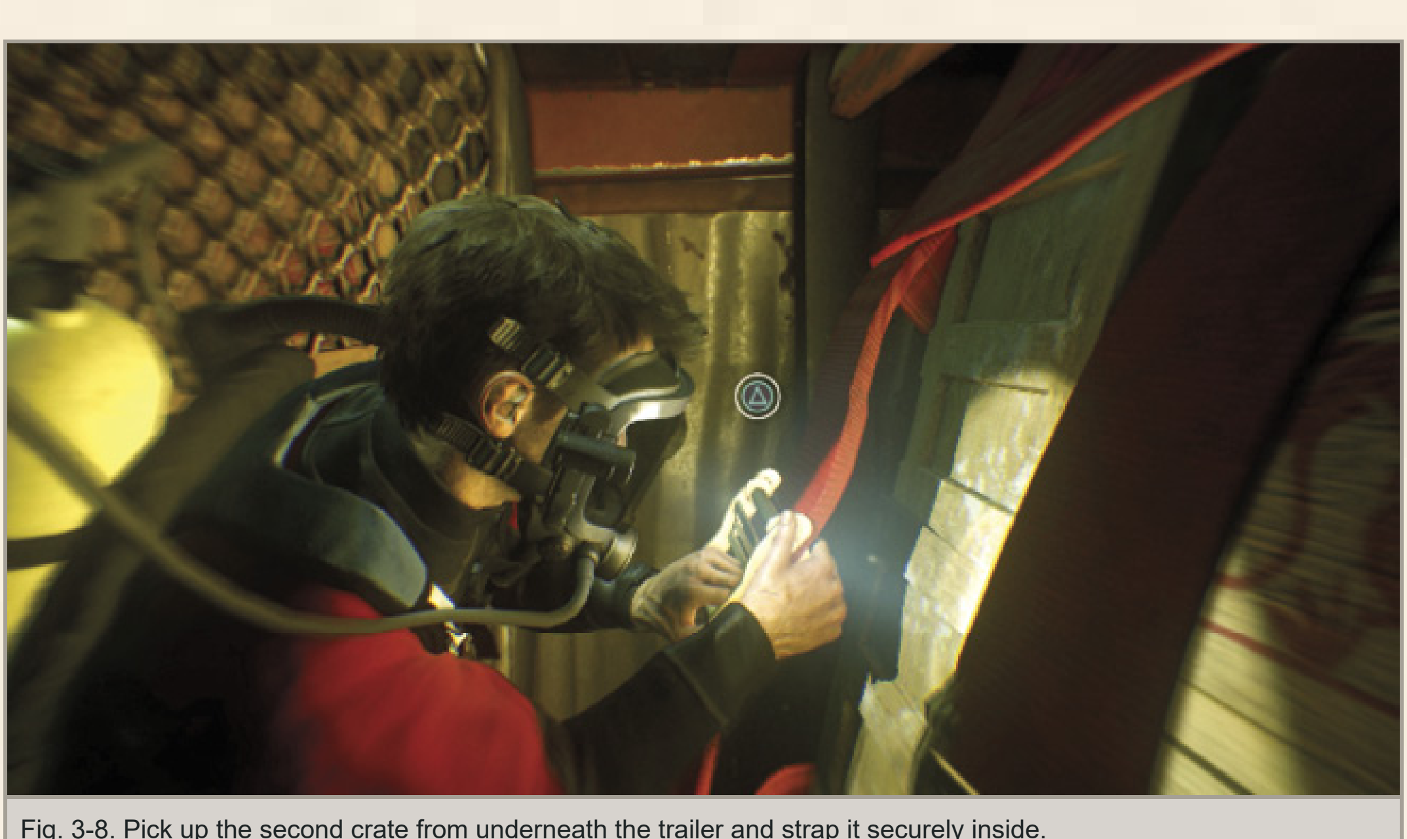


Fig. 3-8. Pick up the second crate from underneath the trailer and strap it securely inside.

Now you can exit the trailer and swim into position on top of the sling harness. When the △ icon appears, press that button to ride the sling back up to the barge. Press △ when you arrive to trigger a quick cutscene: Nathan hops down onto the barge deck.

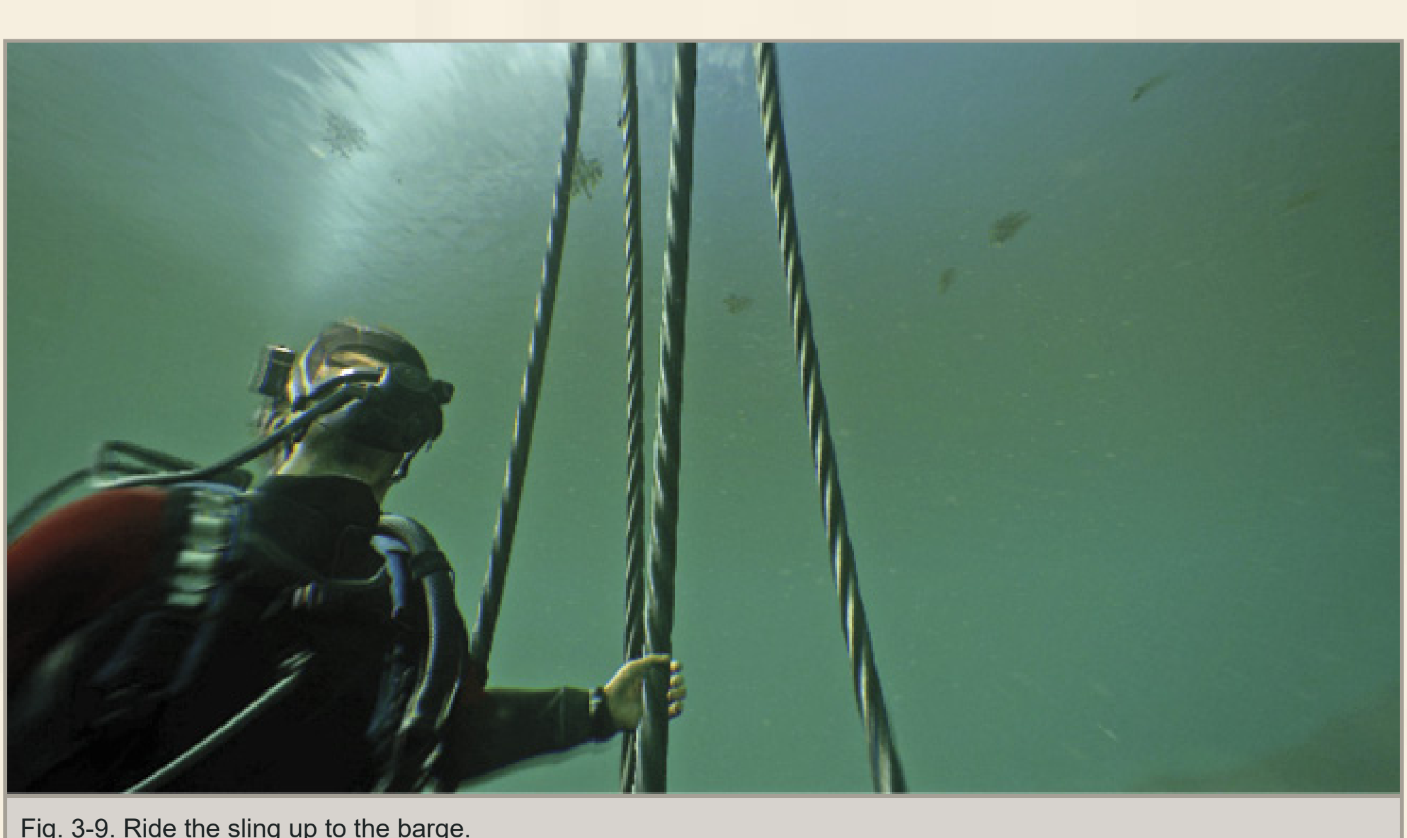
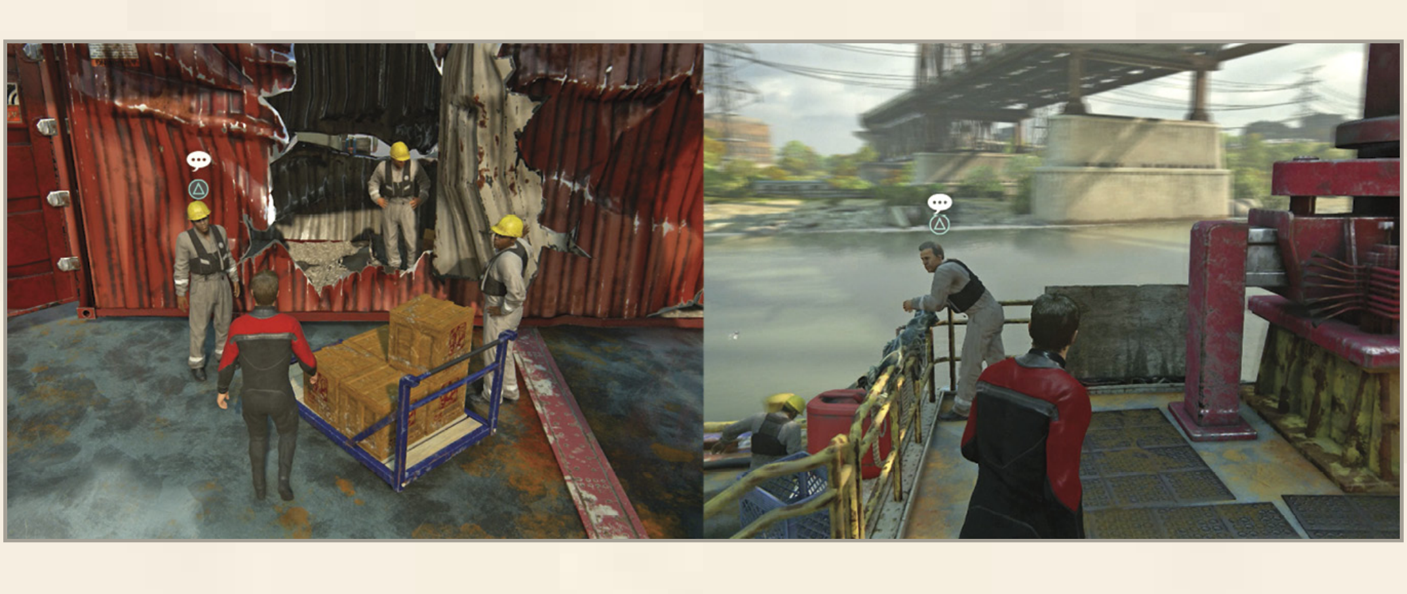


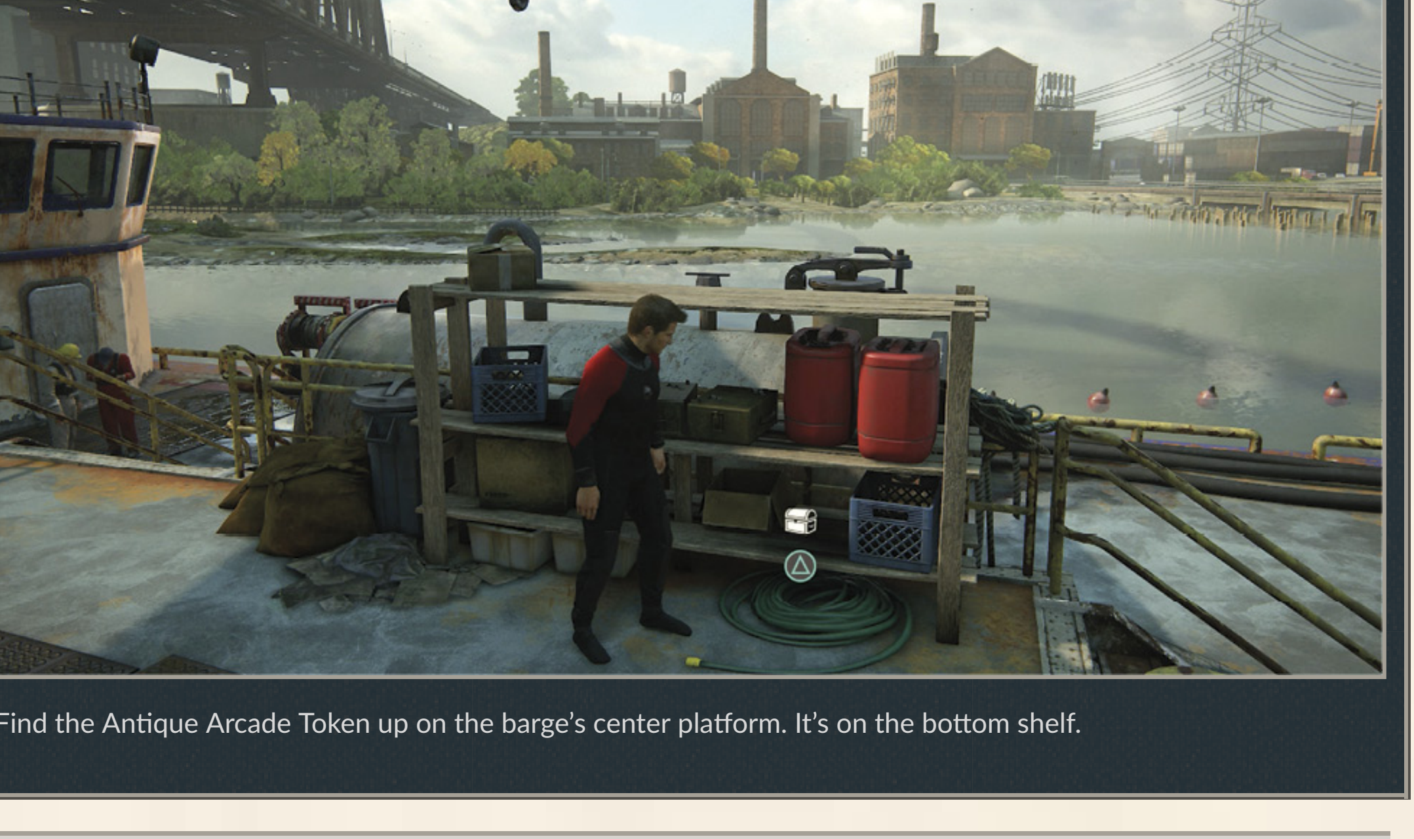
Fig. 3-9. Ride the sling up to the barge.

ENGAGE IN OPTIONAL CONVERSATIONS

Your arrival on deck gives you an opportunity to grab another treasure and engage in some Optional Conversations, a Collectibles category in *Uncharted 4*. You can go talk to a pair of nearby workers if you want: one fellow unloading crates from the trailer (Optional Conversation: "Wasn't The Slowest One") and another leaning on the railing up on the center platform (Optional Conversation: "My Man"). Just approach each character with the Talk icon overhead and press △ to trigger a quick conversation. Do it immediately after the icon appears, though—if you wait too long, the icon disappears and you don't get a second chance to chat. The treasure is stashed up on the center platform too.



Antique Arcade Token



Find the Antique Arcade Token up on the barge's center platform. It's on the bottom shelf.

TALK TO JAMESON

Head for the deck cabin but stop to listen to the quick exchange between the river patrol and a Jameson hardhat. Then go talk to Jameson. After a short exchange, he moves over to check out the trailer cargo. Follow Jameson and take the crowbar when he hands it to you. Watch the scene as Nathan pries open a crate to reveal the "treasure" you just salvaged.

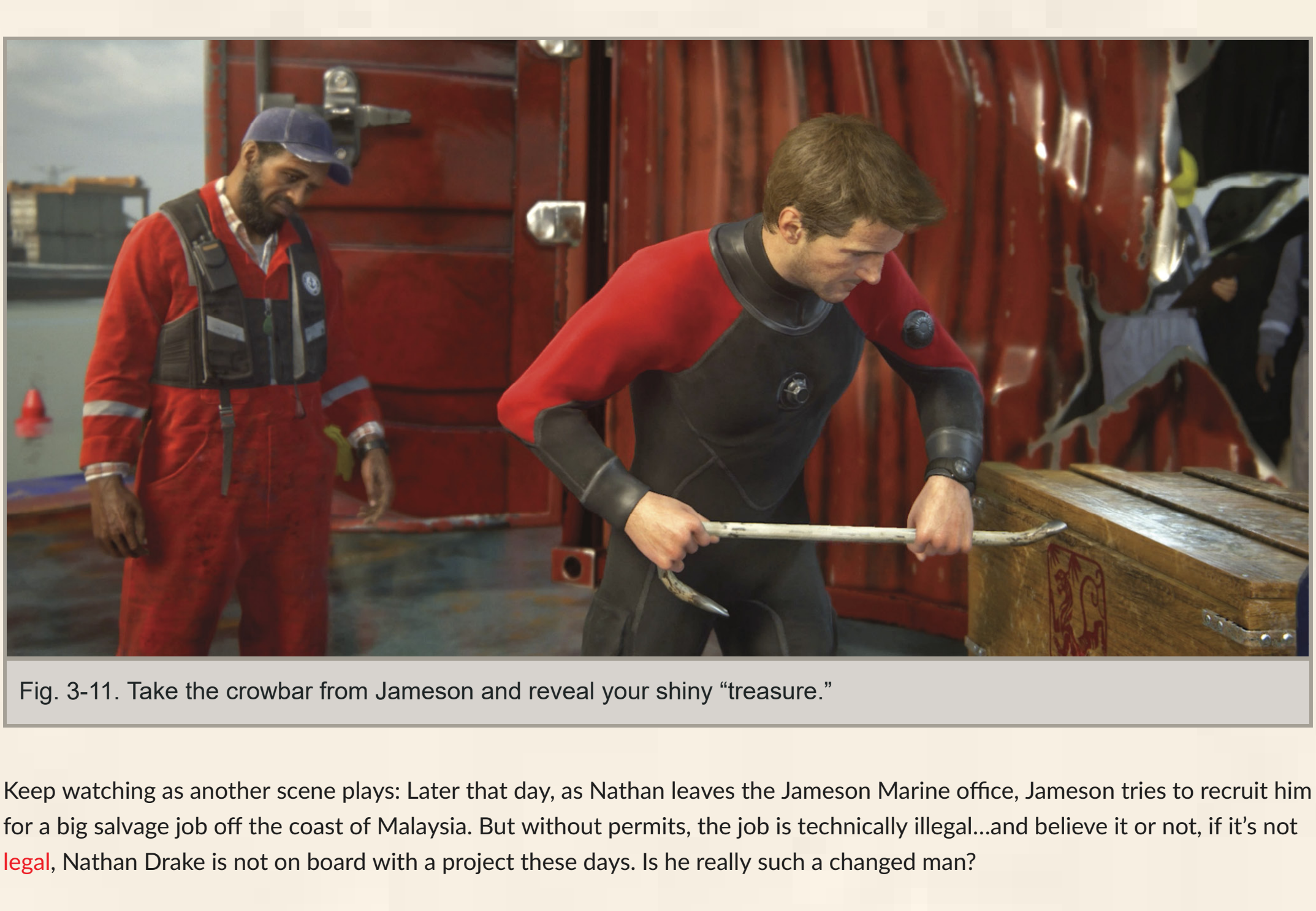


Fig. 3-11. Take the crowbar from Jameson and reveal your shiny "treasure."

Keep watching as another scene plays: Later that day, as Nathan leaves the Jameson Marine office, Jameson tries to recruit him for a big salvage job off the coast of Malaysia. But without permits, the job is technically illegal…and believe it or not, if it's not legal, Nathan Drake is not on board with a project these days. Is he really such a changed man?

JMI
JAMESON MARINE INC
MAIN OFFICE NEW ORLEANS LA
MODEL NO. 208
SERIAL NUMBER

PRIMA GAMES

UNCHARTED 4 A Thief's End

Story Walkthrough

Chapter 4: A Normal Life

Later that day, Nathan peruses Jameson's documents for the Malaysia job in his attic office space at home. Yes, it looks intriguing...but he resists the urge, files them away "with the others," and stands up. Now you're in control again. Let's explore and look for clues to the guy's life.

Collectibles

Chapter Specific Trophy: "Still Got It!"

New Weapons: Toy Gun

EXPLORE NATHAN'S ATTIC

Start looking around for Examine icons (the magnifying glass). Pick up and explore anything you can find. First, let's work down the side of the attic starting at Nathan's desk.

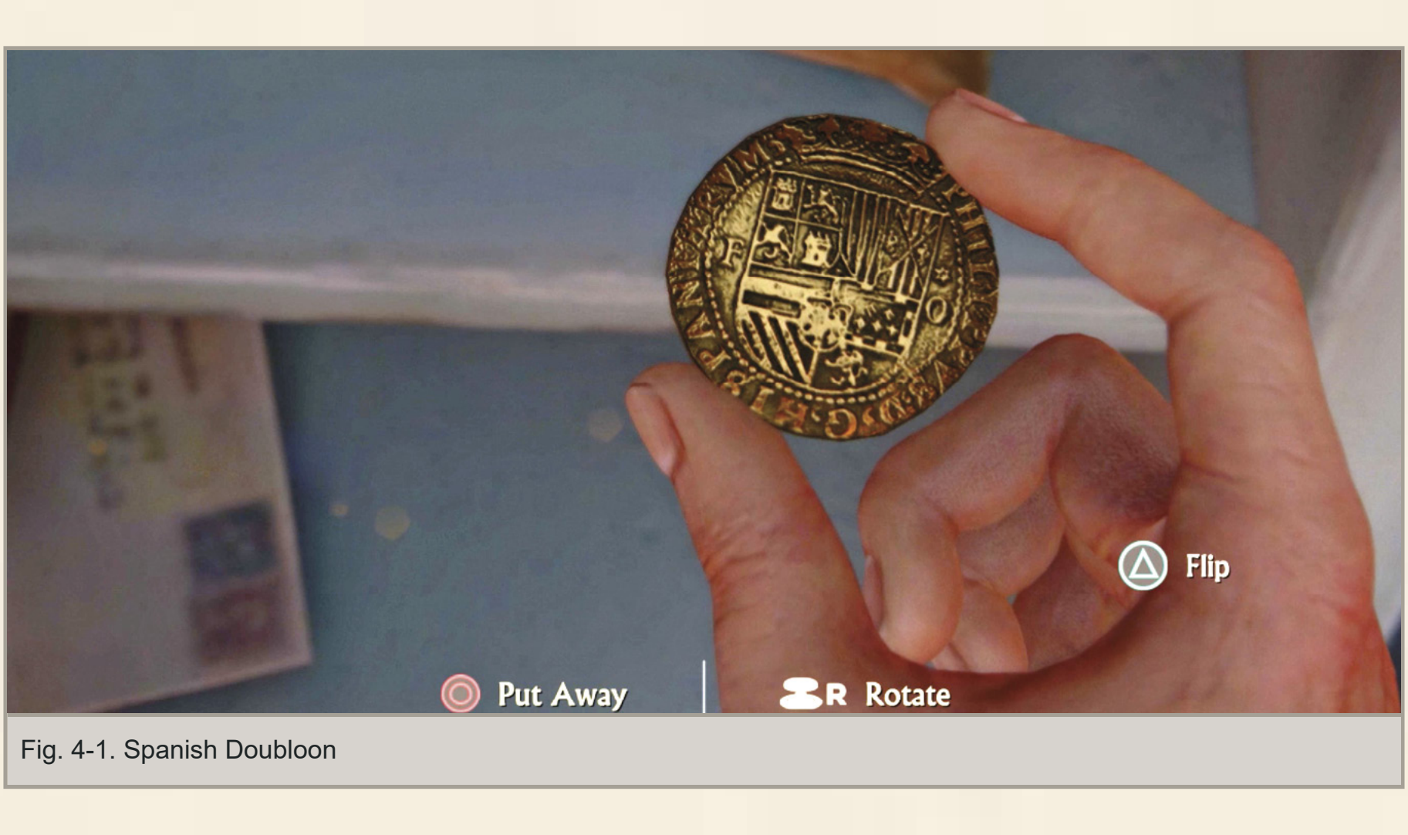


Fig. 4-1. Spanish Doubloon

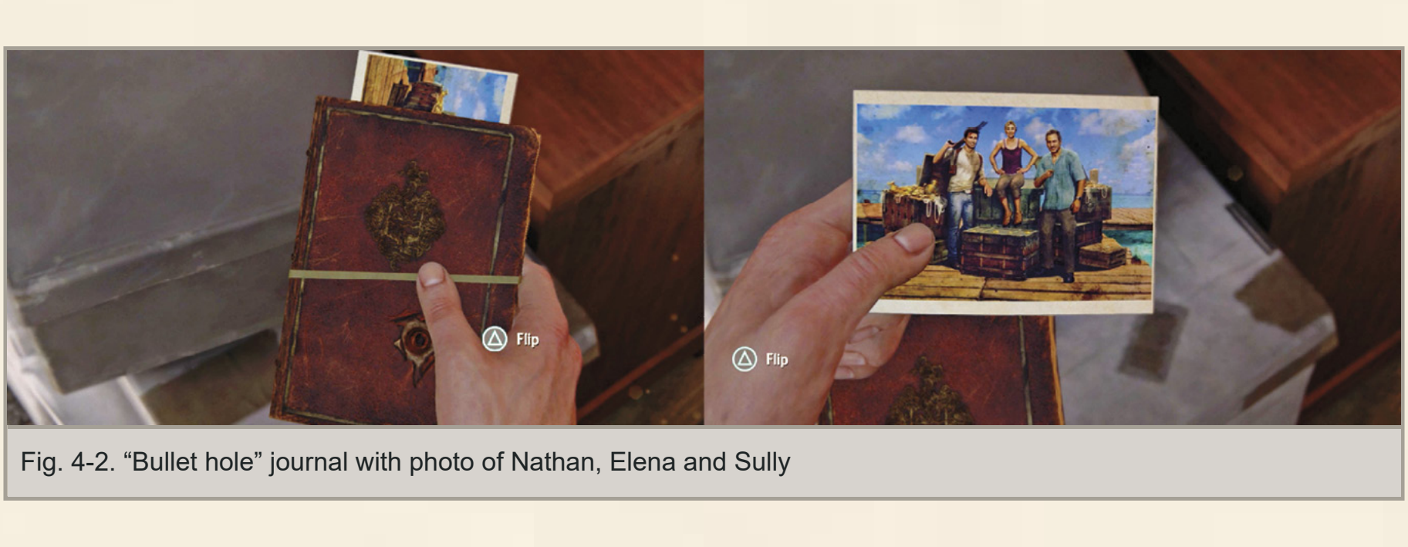


Fig. 4-2. "Bullet hole" journal with photo of Nathan, Elena and Sully

Here's an inventory of the stuff on the other side of the attic, opposite Nathan's work desk.

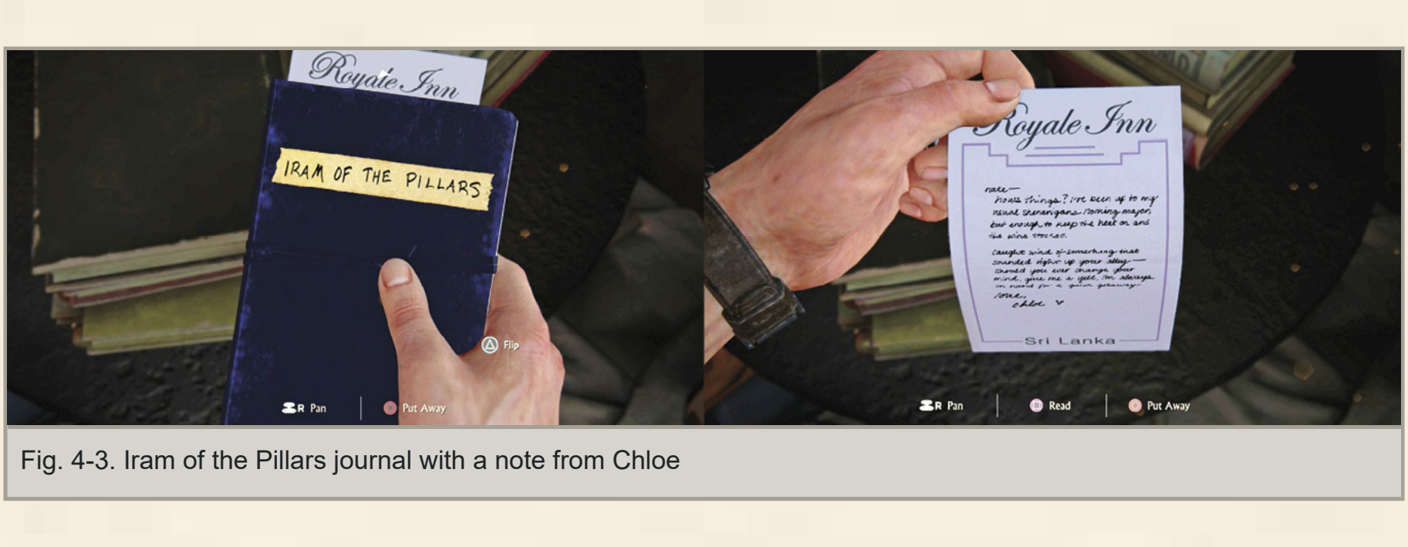


Fig. 4-3. Iram of the Pillars journal with a note from Chloe

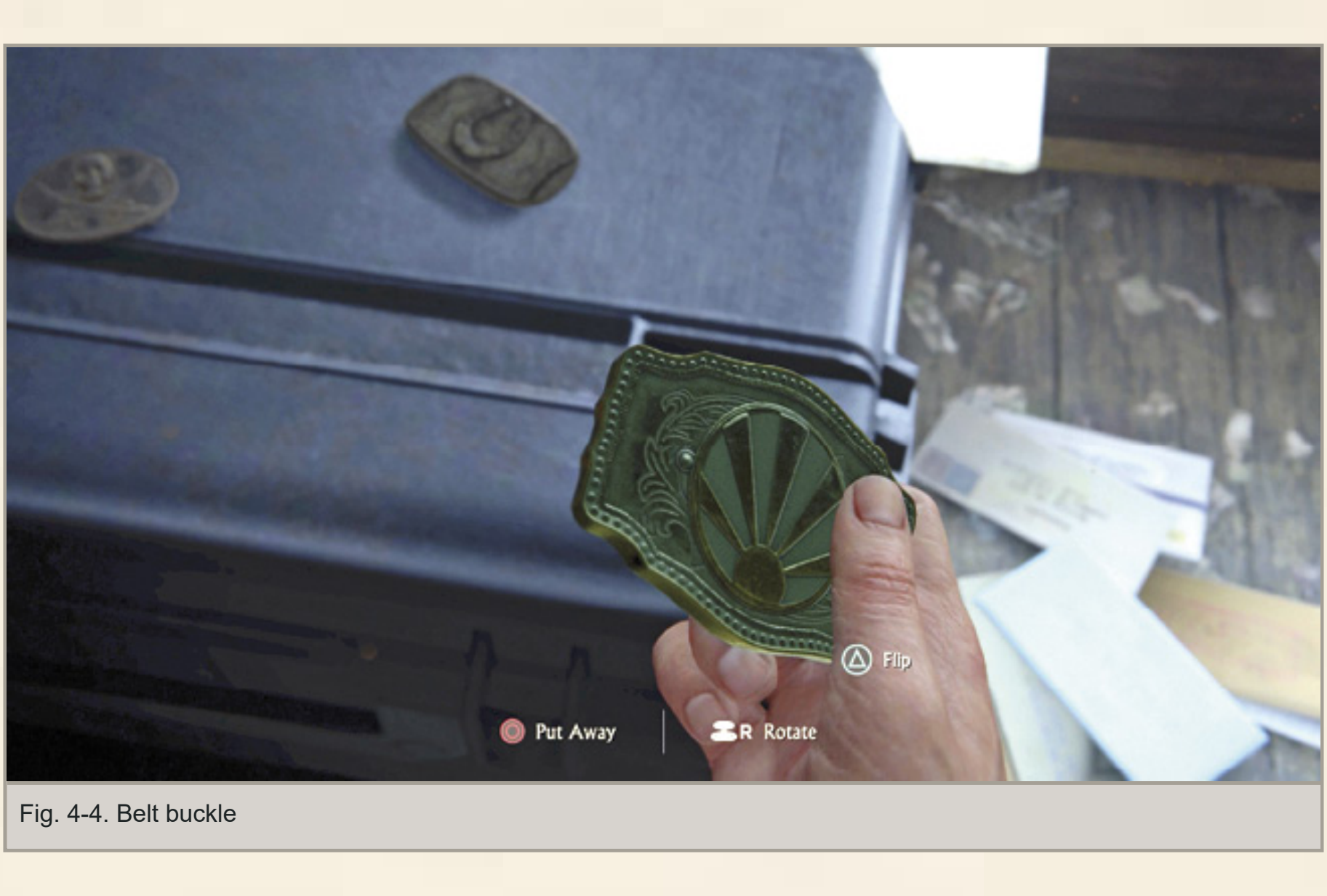


Fig. 4-4. Belt buckle

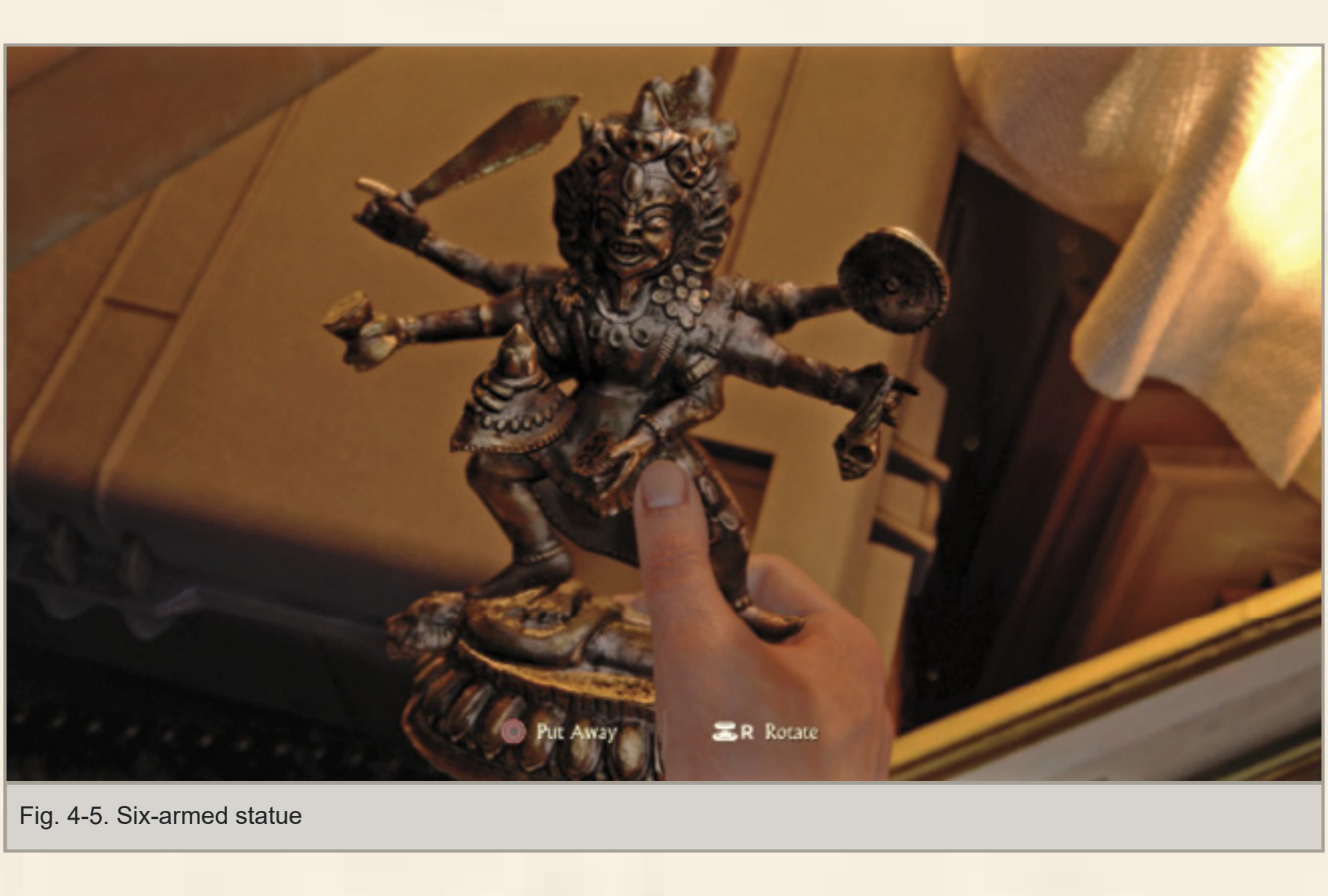


Fig. 4-5. Six-armed statue

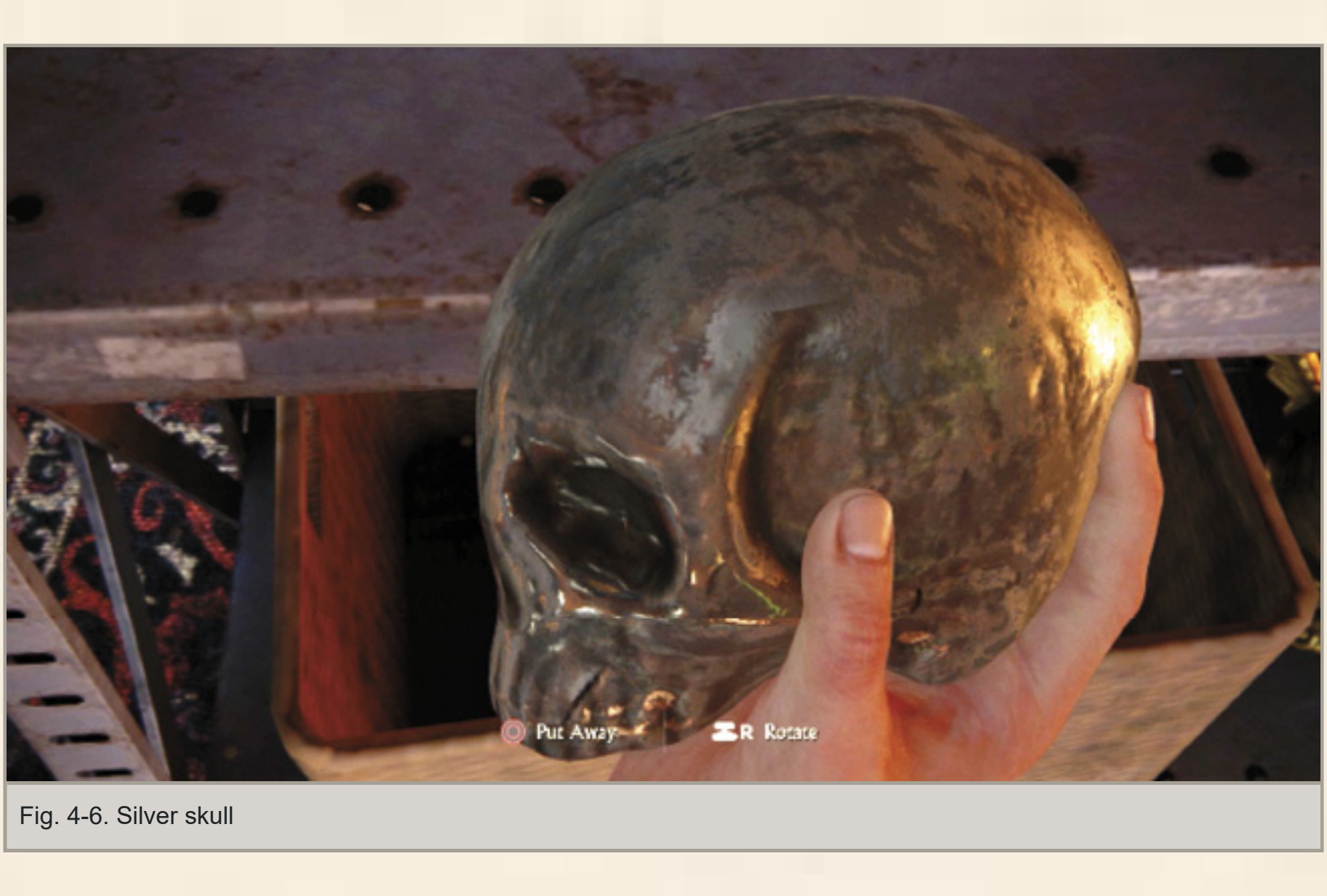


Fig. 4-6. Silver skull

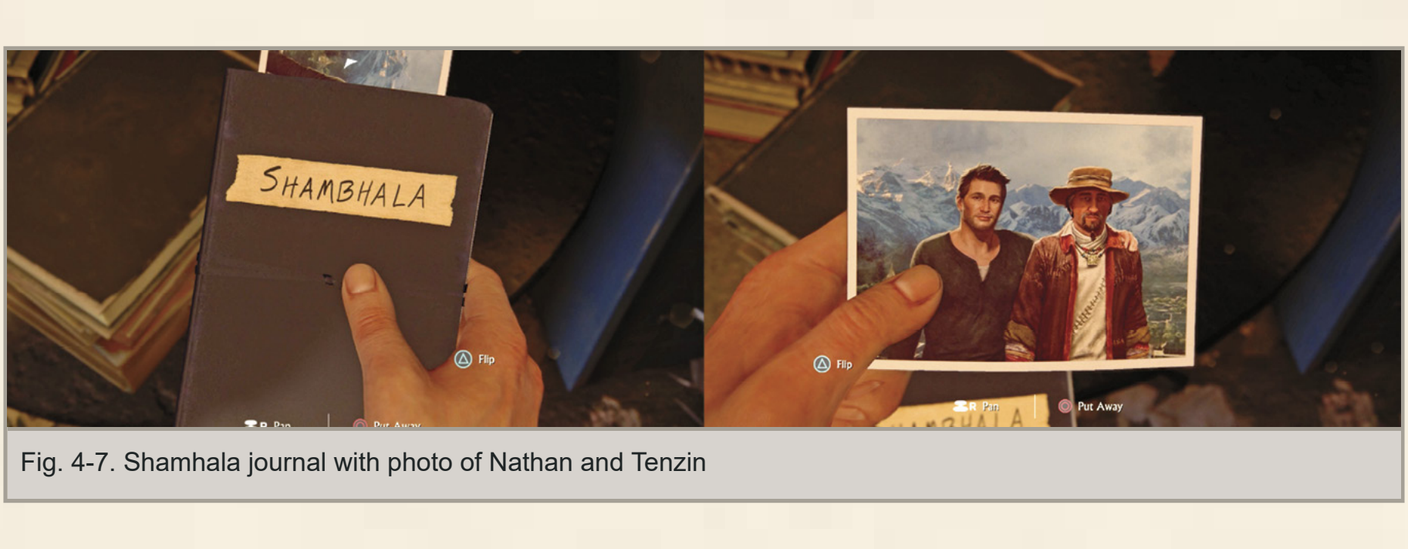


Fig. 4-7. Shamhala journal with photo of Nathan and Tenzin

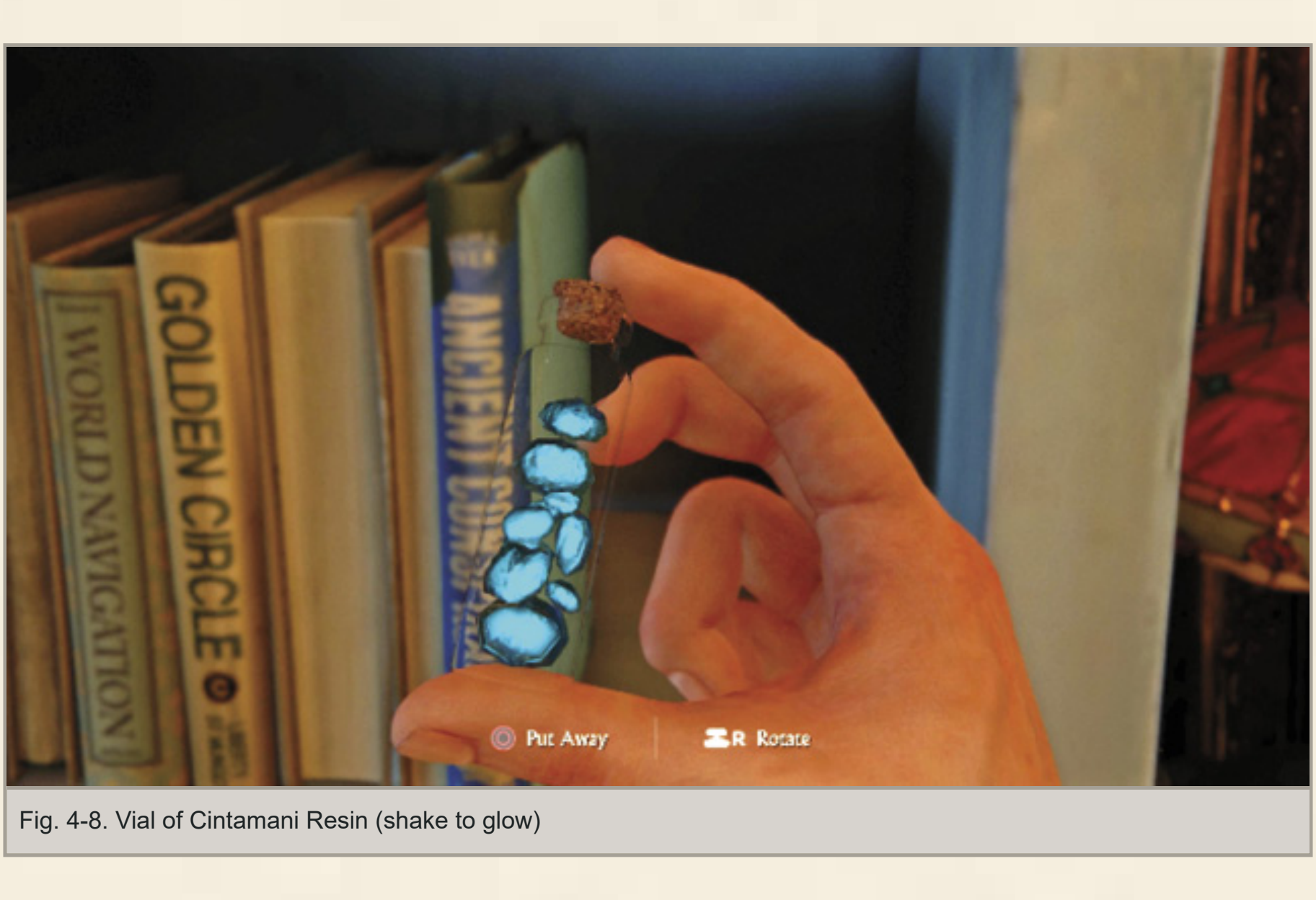


Fig. 4-8. Vial of Cintamani Resin (shake to glow)

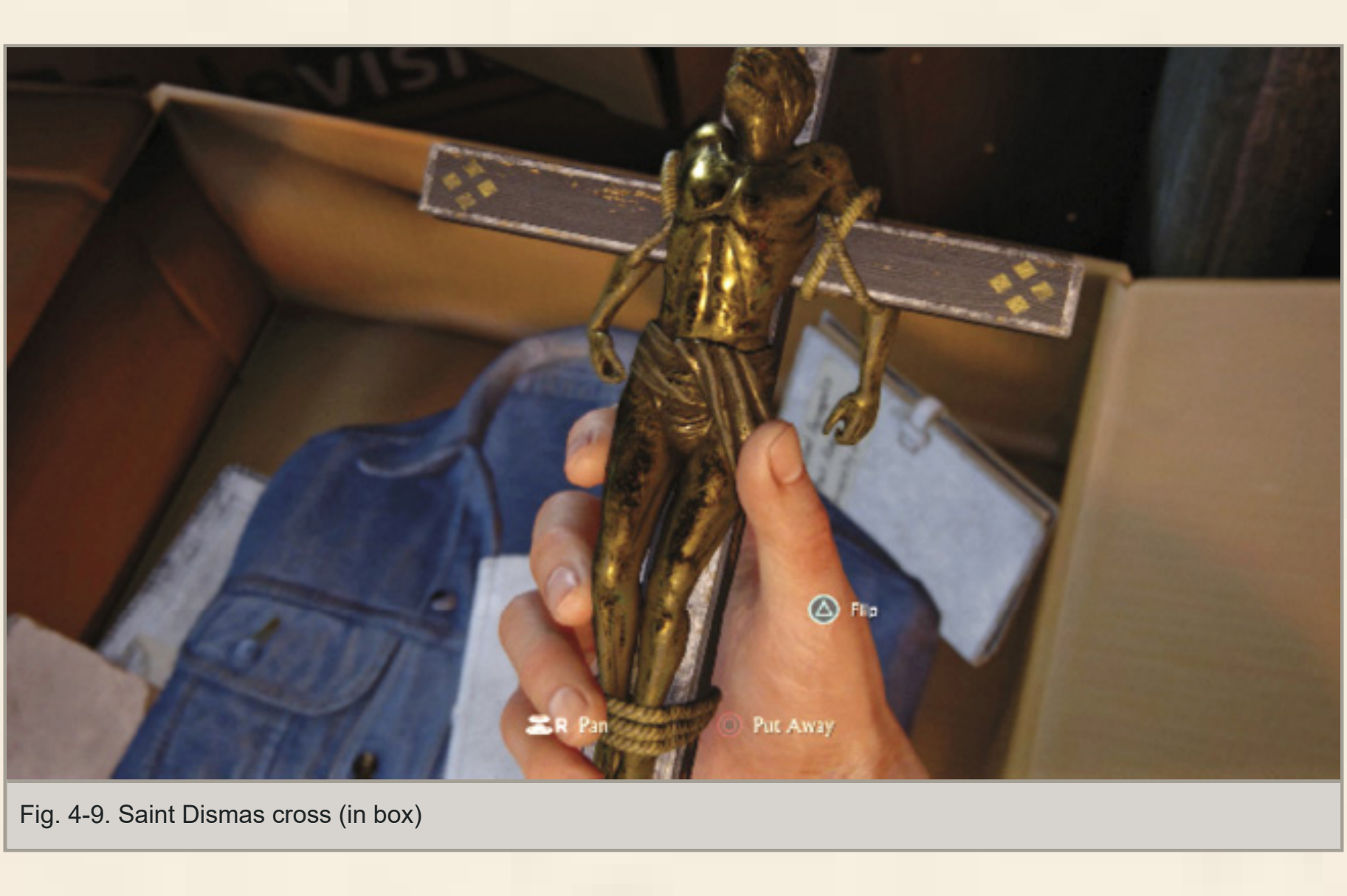


Fig. 4-9. Saint Dismas cross (in box)

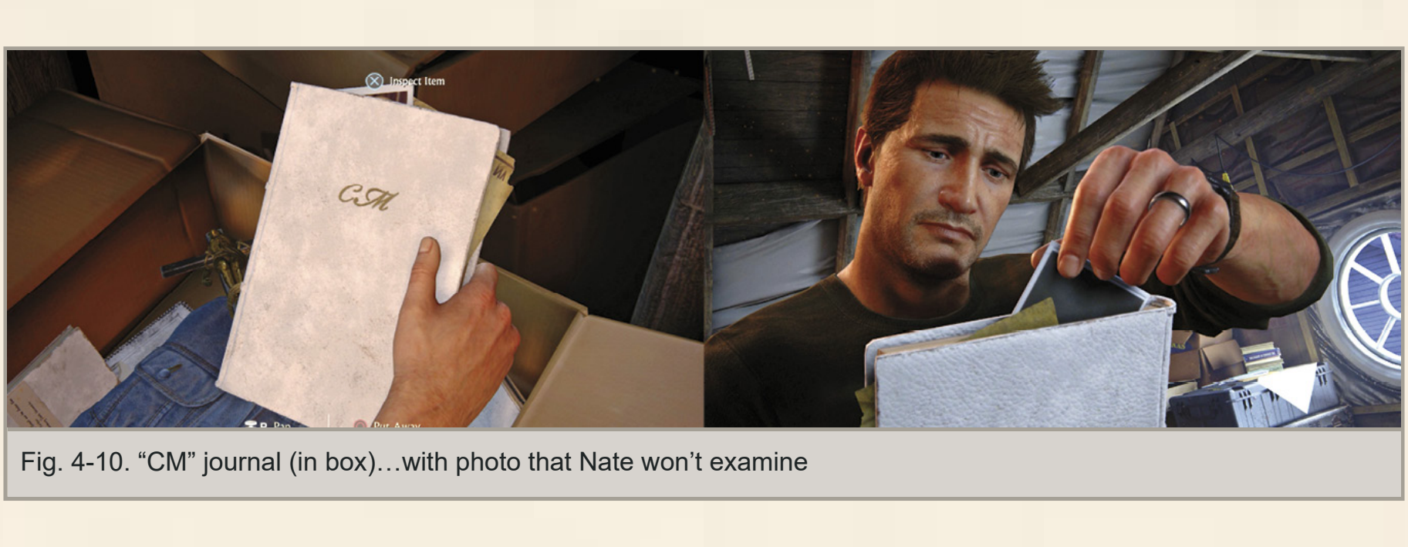


Fig. 4-10. "CM" journal (in box)…with photo that Nate won't examine

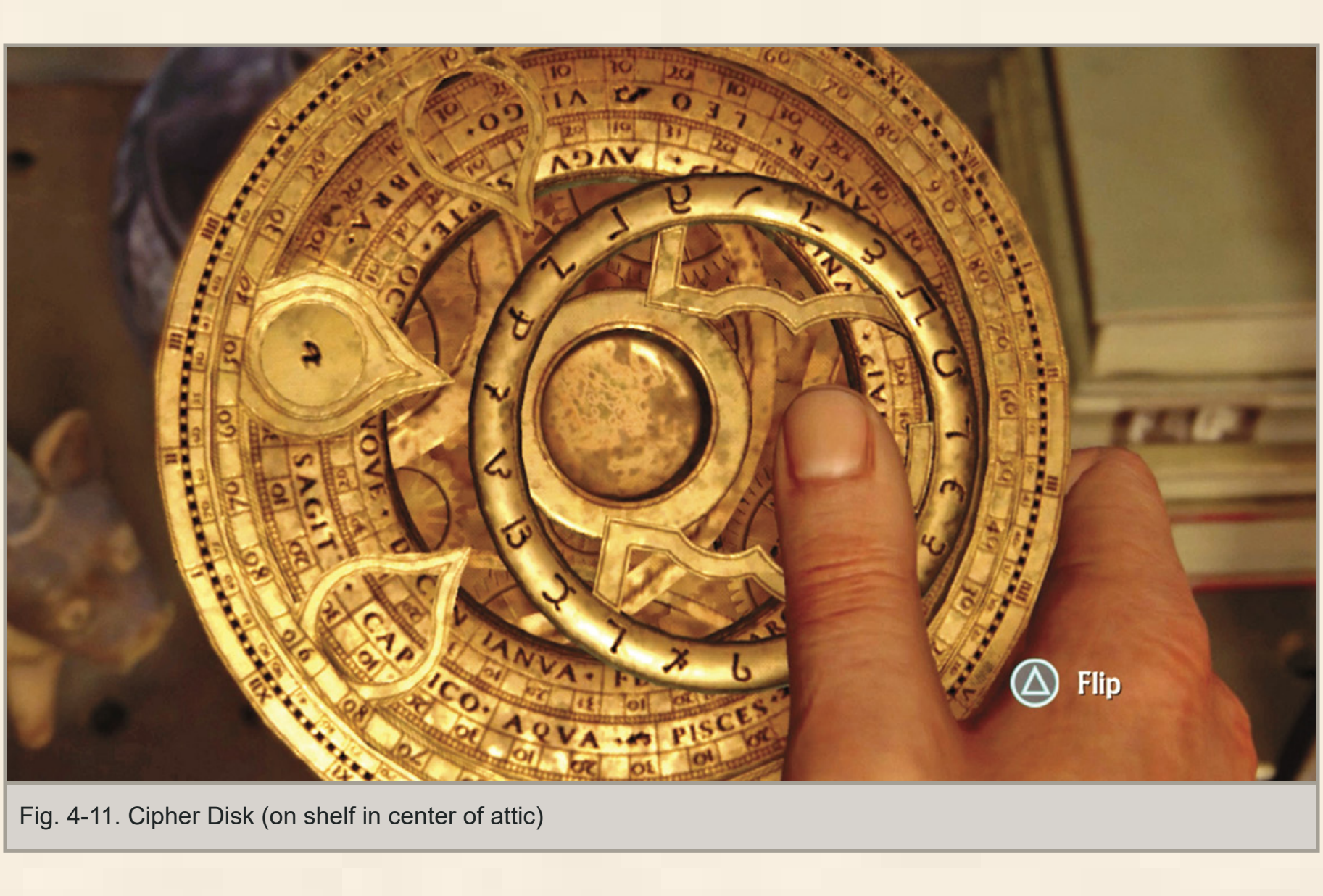


Fig. 4-11. Cipher Disk (on shelf in center of attic)

PRACTICE SHOOTING

Grab the **New Weapon**, the blue Toy Gun from a holster hanging on the ornate room divider and start shooting targets. This gives you a stress-free way to practice aiming, shooting, and collecting ammo in the game. Remember: hold in the **L2** trigger to aim, and pull the **R2** trigger to shoot. Look for blue cylinders of Toy Gun ammo—approach them and press △ to collect them.

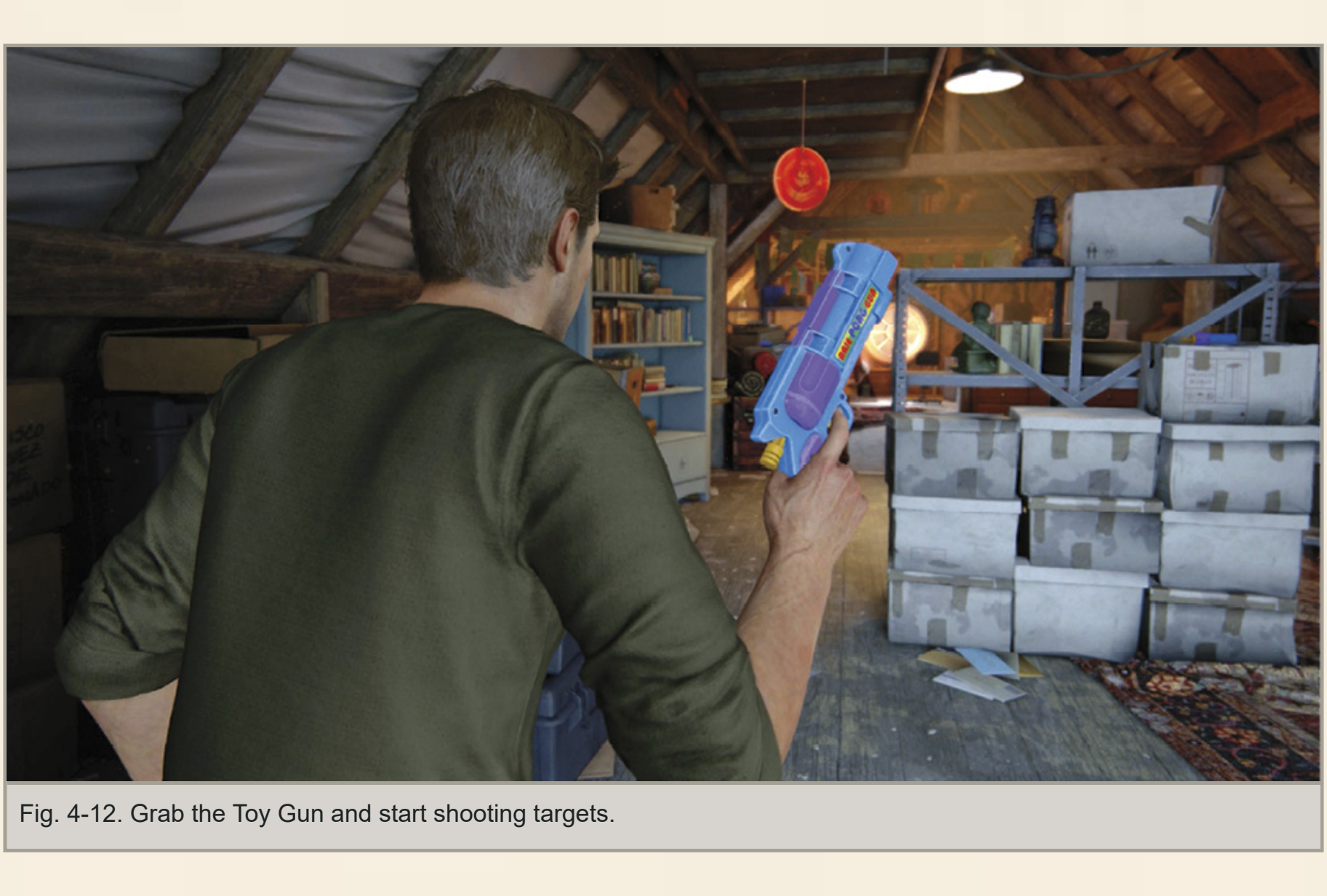
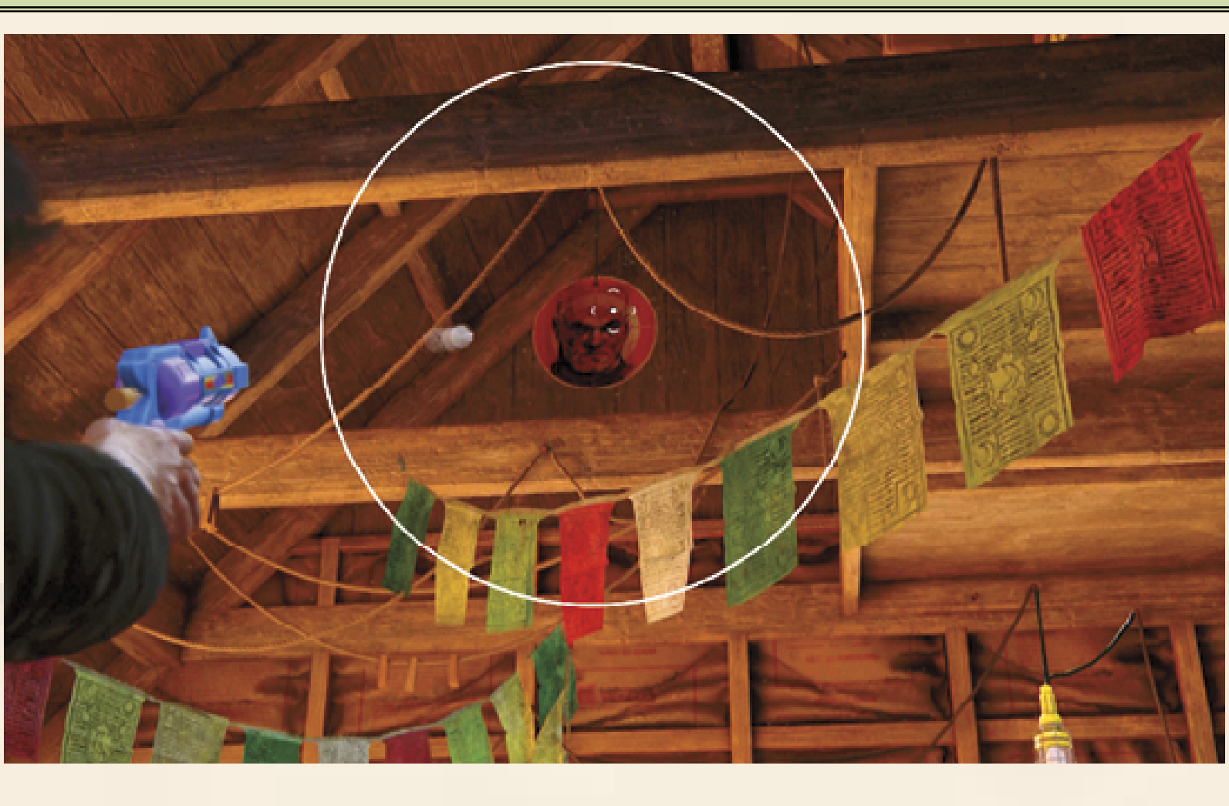


Fig. 4-12. Grab the Toy Gun and start shooting targets.

Trophy: Still Got It!



To acquire the "Still Got It" trophy you must shoot all the targets hanging in the attic. The first three targets are obvious: the round plates hanging from the rafters. However there is a fourth hanging plate hung higher than the rest and can be found above your desk chair (where you started the chapter).

After you shoot a few targets, you eventually hear a female voice from downstairs, calling Nate down for dinner. If you're finished exploring the attic, open the trap door on the floor. Descend from the attic to the top floor of the house.

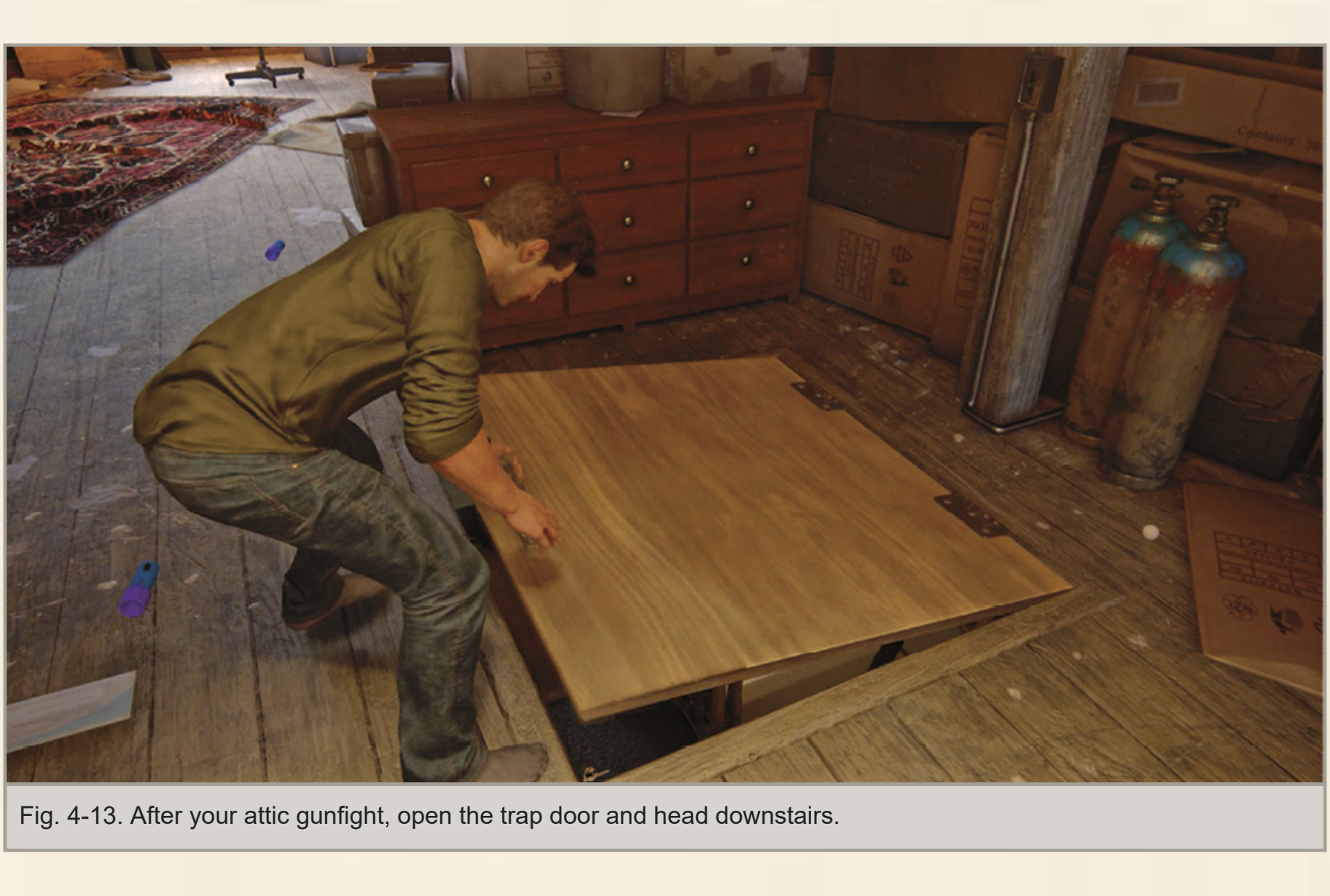


Fig. 4-13. After your attic gunfight, open the trap door and head downstairs.

EXPLORE THE SECOND FLOOR

Start exploring the rooms, examining any items marked by icons. Here's what you can find.

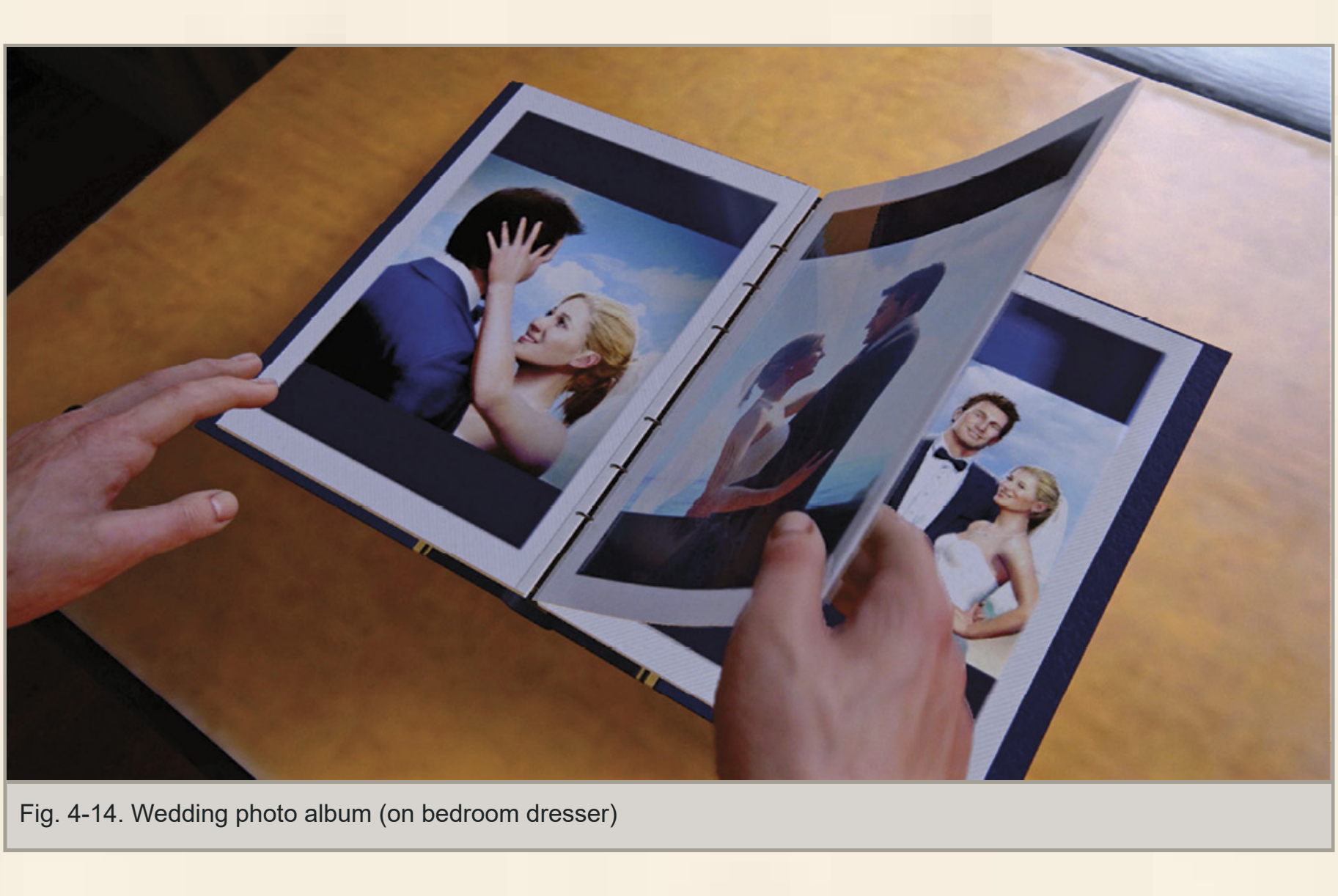


Fig. 4-14. Wedding photo album (on bedroom dresser)

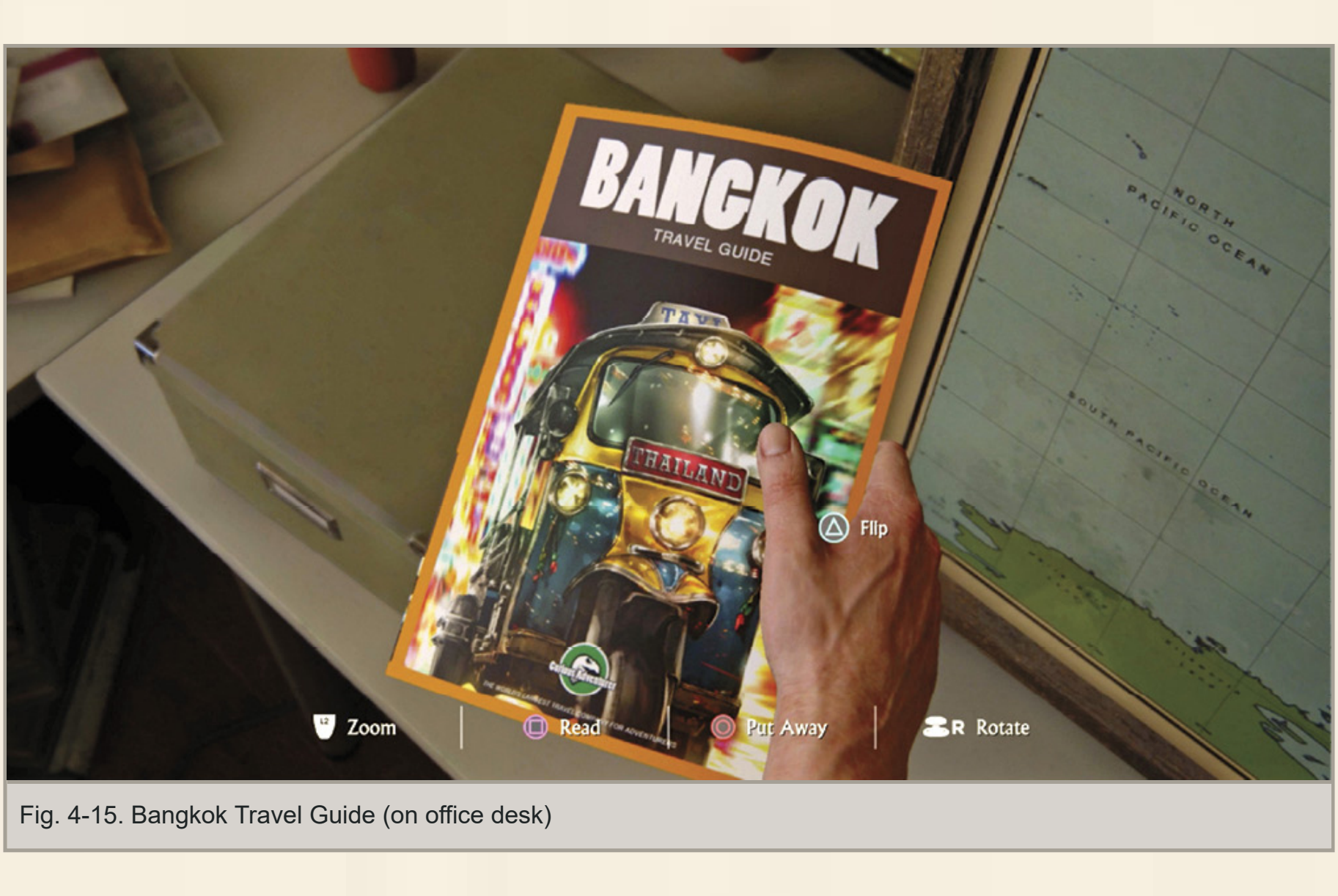


Fig. 4-15. Bangkok Travel Guide (on office desk)

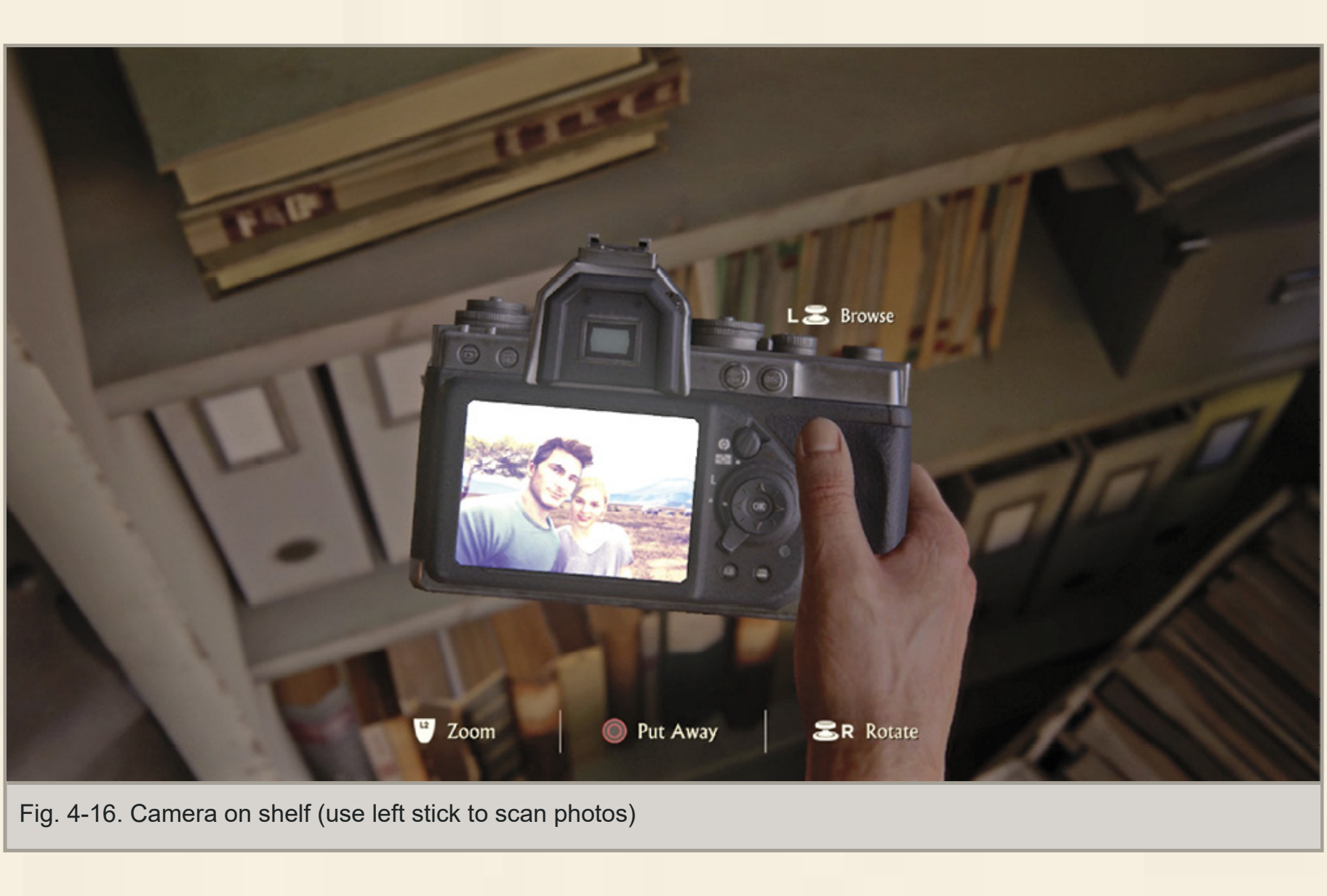


Fig. 4-16. Camera on shelf (use left stick to scan photos)

EXPLORE THE FIRST FLOOR

When you're done poking around upstairs, head down to the first floor. Has Nathan Drake really settled down? It's the very picture of modern domesticity: fireplace, tasteful wall art, recycling bins, spice rack, gas barbecue on the back patio. You'll find Nate's wife Elena Fisher sitting on the living room sofa, working on her laptop. You can't interact with her until you bring her some dinner.

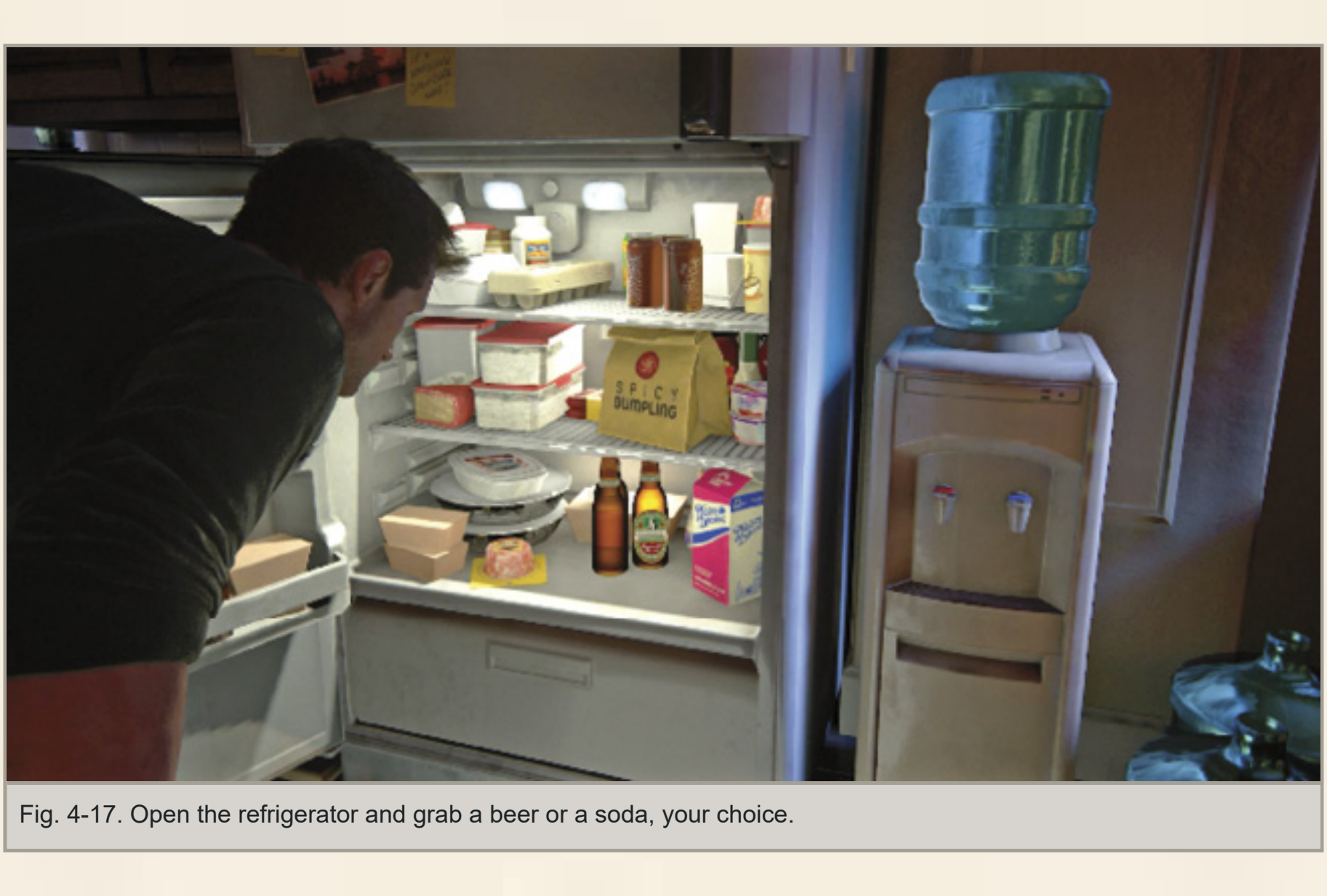


Fig. 4-17. Open the refrigerator and grab a beer or a soda, your choice.

DELIVER DINNER TO ELENA

Two bowls of a freshly made pasta dinner sit on the counter next to the stove in the kitchen. Pick them up and approach Elena on the sofa to give her one. This triggers a long cutscene: Nathan and Elena discuss his work, her work, and other things. But Nathan finds himself staring at a framed photo on the fireplace mantel: a beach on an exotic, faraway land. When Elena jabs him and asks what her article is about, you can pick any one of the three choices.

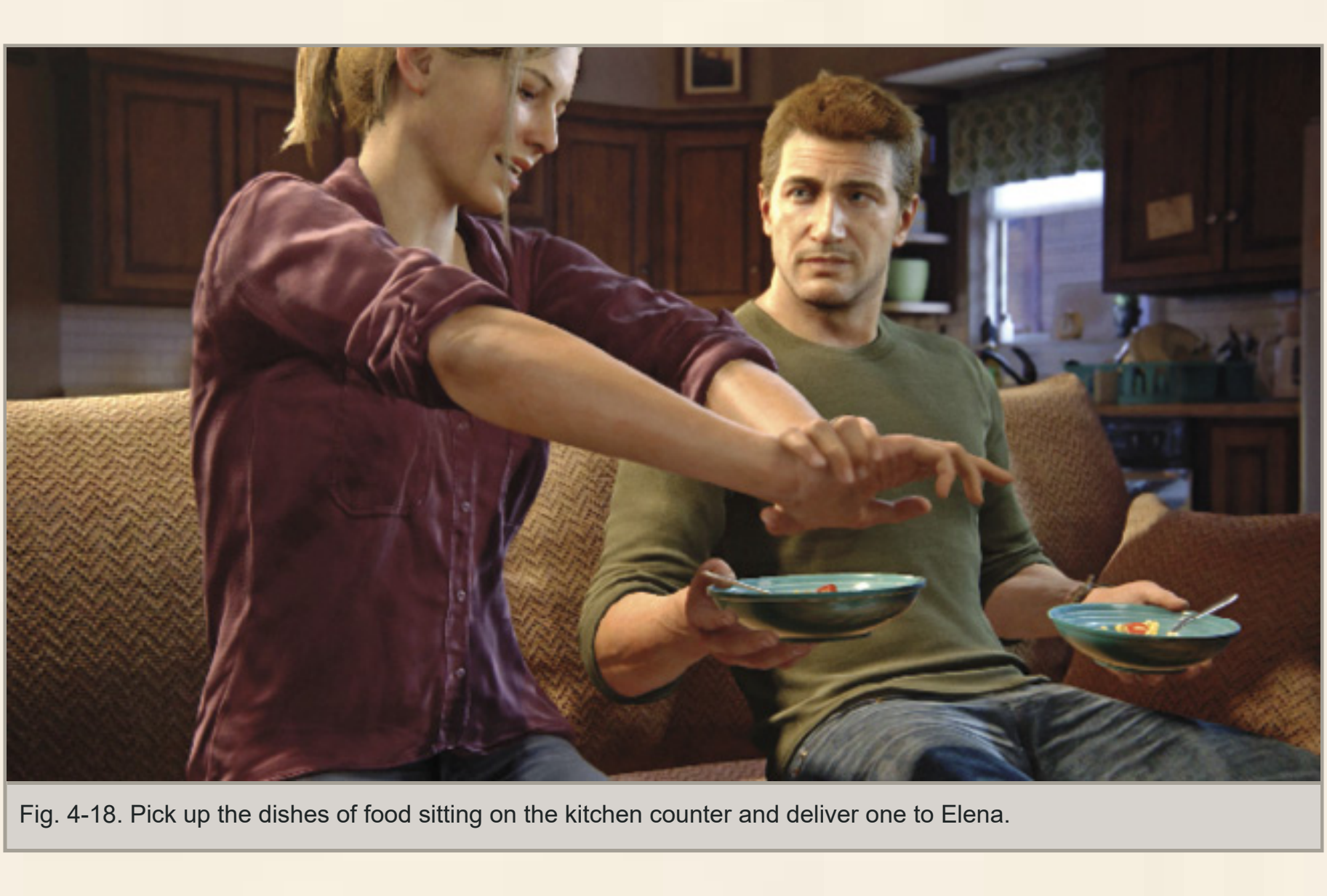


Fig. 4-18. Pick up the dishes of food sitting on the kitchen counter and deliver one to Elena.

Nathan admits he's distracted by the prospect of Jameson's Malaysia job offer; Elena encourages him to take it and call Sullivan, who he hasn't seen in two years. Eventually, like all married couples, the two end up locking horns in a PlayStation videogame.

Fig. 4-19. Nate and Elena discuss their day.

PLAY A RETRO GAME

Have some good old-fashioned fun playing a retro game. When the game's character gets KO'd the third time, you return to Nathan and Elena and watch them wrap up the scene.

Fig. 4-20. When marital communication breaks down, there's only one surefire way to reconnect.

Very early the next morning, Nathan stamps some paperwork at the Jameson Marine office when someone knocks on the door. Nathan is not prepared for the visitor: Sam Drake, his lost brother, alive. First, Sam asks Nathan to bring him up to date on his life. You can choose where to start: El Dorado, Shambhala, or Iram of the Pillars. Then Sam tells his own story, one that starts back in Panama with his cell mate, a fellow named Hector Alcazar…

Chapter 5: Hector Alcazar

This triggers a flashback: As Nathan knows, Hector Alcazar is the infamous "Butcher of Panama," one of the most feared drug lords in the Western Hemisphere. Watch the scene as Hector admits how Sam's tale of Captain Henry Avery and his lost fortune "has become a sweet lullaby for me." Suddenly, masked gunmen arrive to spring them from the cell!

ESCAPE THE CELL BLOCK

Collectibles

New Weapons: Aegis 9mm, MP34a, HS39

Follow Hector and his henchmen along the corridor and down the staircase into a security station filled with dead prison guards. Approach Hector and take the **New Weapon**, the **Aegis 9mm** pistol that he offers you. Then get ready to fight. Hector orders the entire cellblock opened, and the emergency system alarm is tripped.

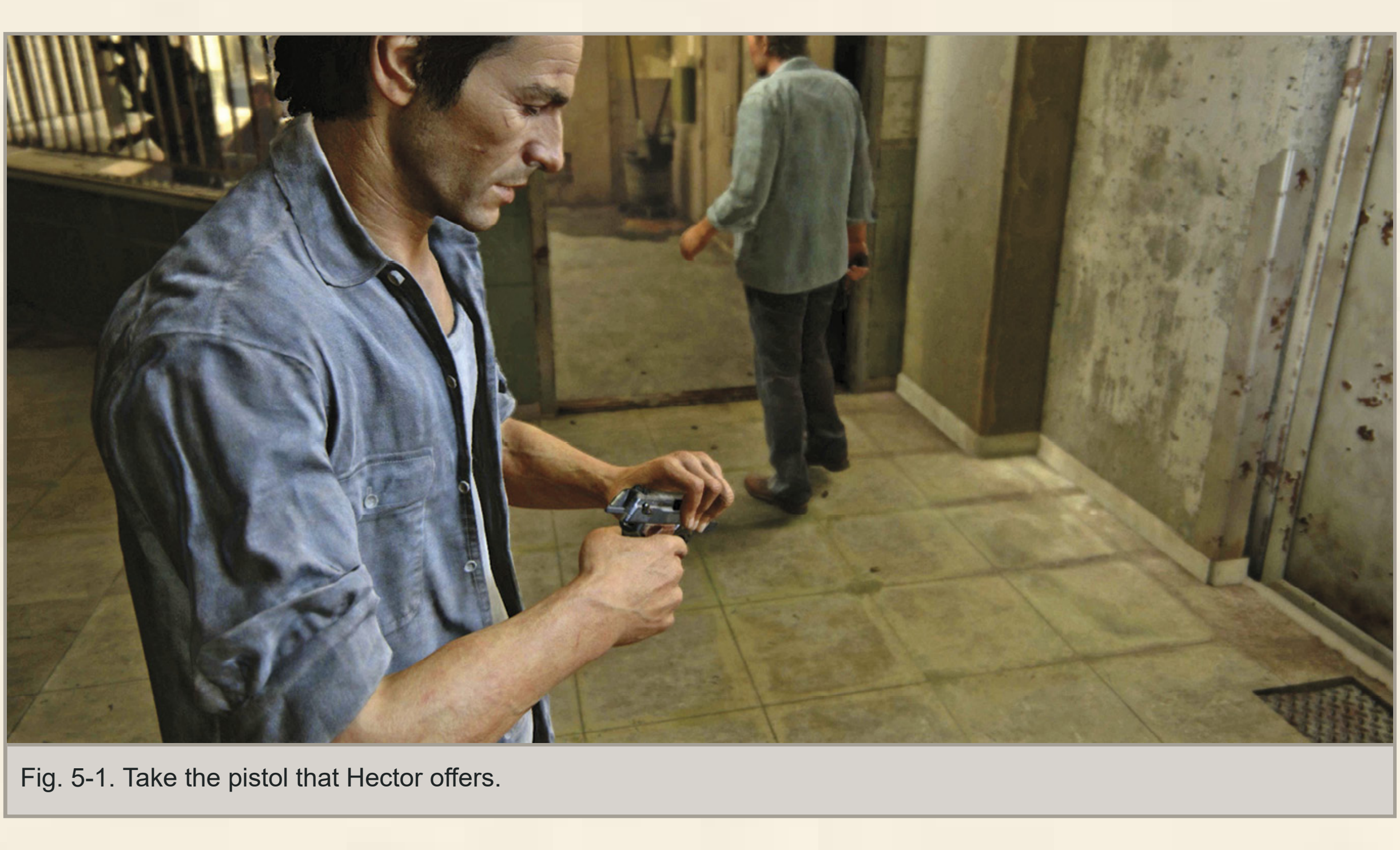


Fig. 5-1. Take the pistol that Hector offers.

Follow Hector and his men through the next doors and take cover to the left. Guards rush around the corner up ahead. Hold **L2** to aim your pistol; a targeting reticule appears onscreen. Use the right stick to move the reticule over targets then pull **R2** to fire. Follow Hector's men as they push around the next corner and engage more guards. Freed prisoners start appearing too.

Follow Hector's Men

Hector's gunmen are skilled and heavily armed... *and* they know where they're going. Stick behind them if the going gets too tough.

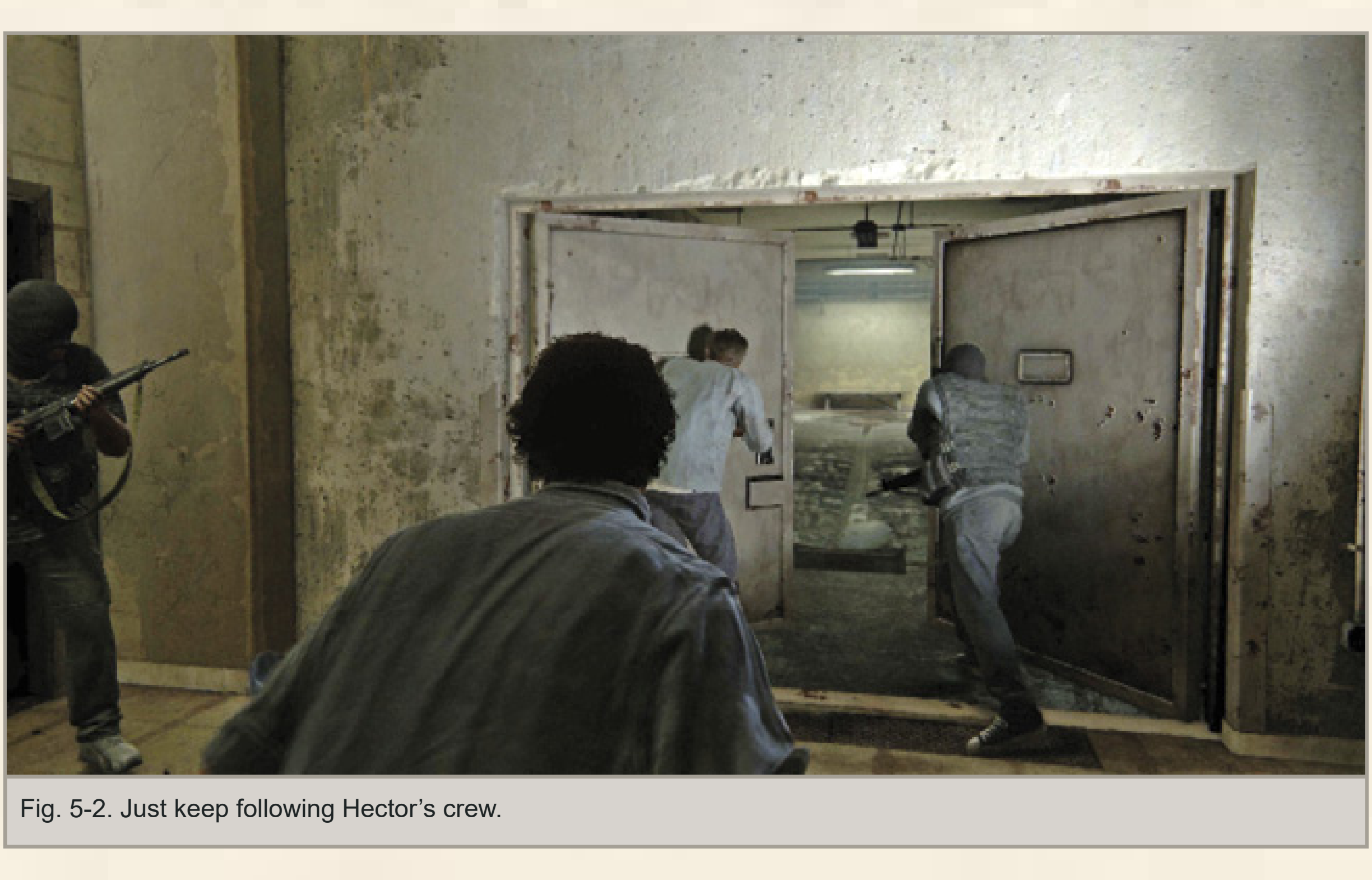


Fig. 5-2. Just keep following Hector's crew.

Head through the open gate and proceed into the open two-level cellblock where you run into pure chaos as prisoners and guards swarm the poorly lit area. Hustle to cover and start shooting. Fight your way to the exit door on the lower level, where guards make a desperate stand. If Sam gets jumped, tap △ rapidly to escape. When the cellblock exit is finally cleared out, scoop up one of the **New Weapons**, the **MP34a** submachine gun and ammo on the floor. This is the only place they exist in the game. Then follow Hector into the next room.

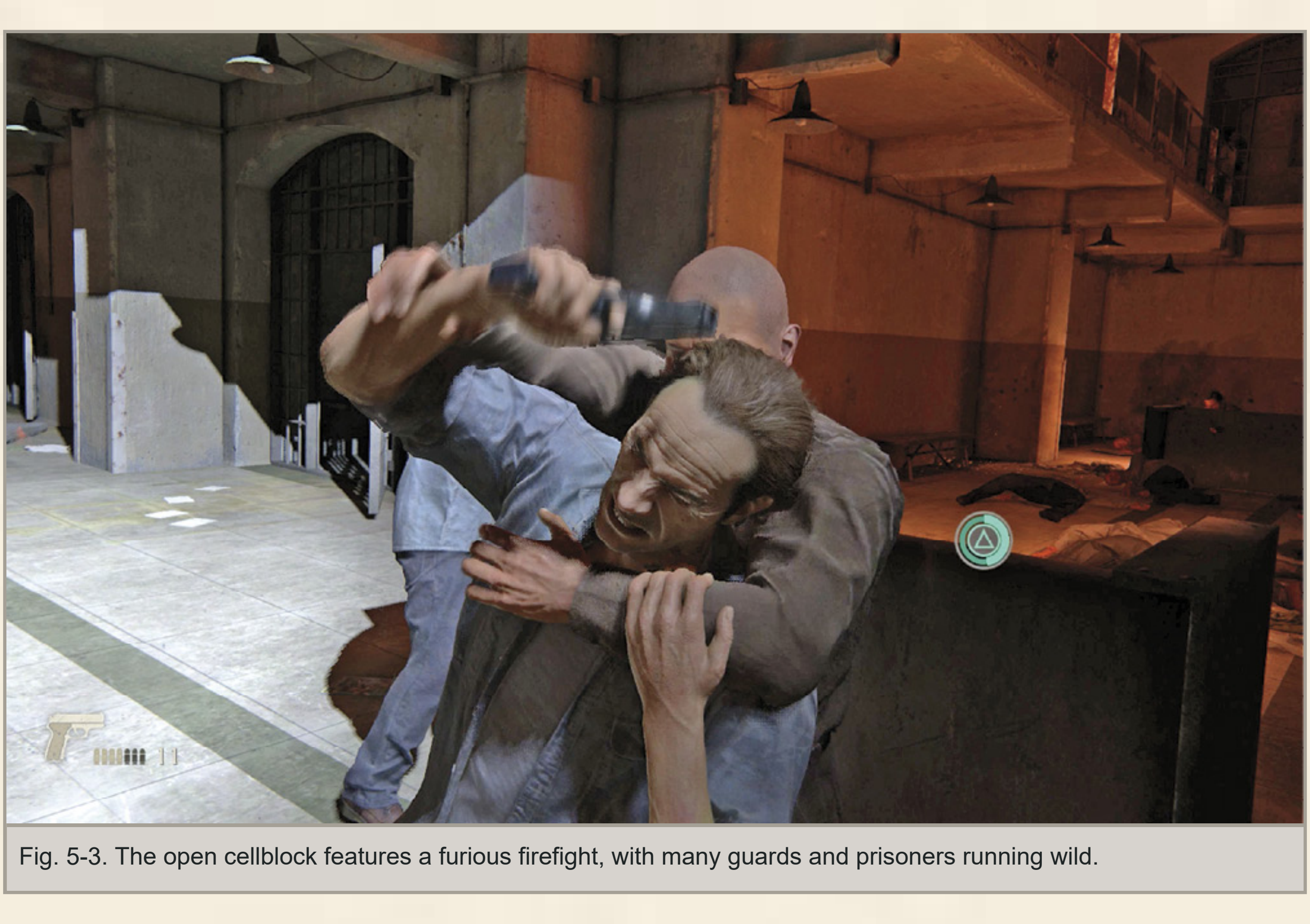


Fig. 5-3. The open cellblock features a furious firefight, with many guards and prisoners running wild.

Grab Ammo As You Go!

Don't forget to loot ammo from your fallen foes.

The moment of calm doesn't last long, as more of Hector's helpers blast open a hole in the concrete wall. Step through the hole and sprint down the pipe-filled alley. Watch out for guards who burst through a door onto a raised balcony at the alley's end.

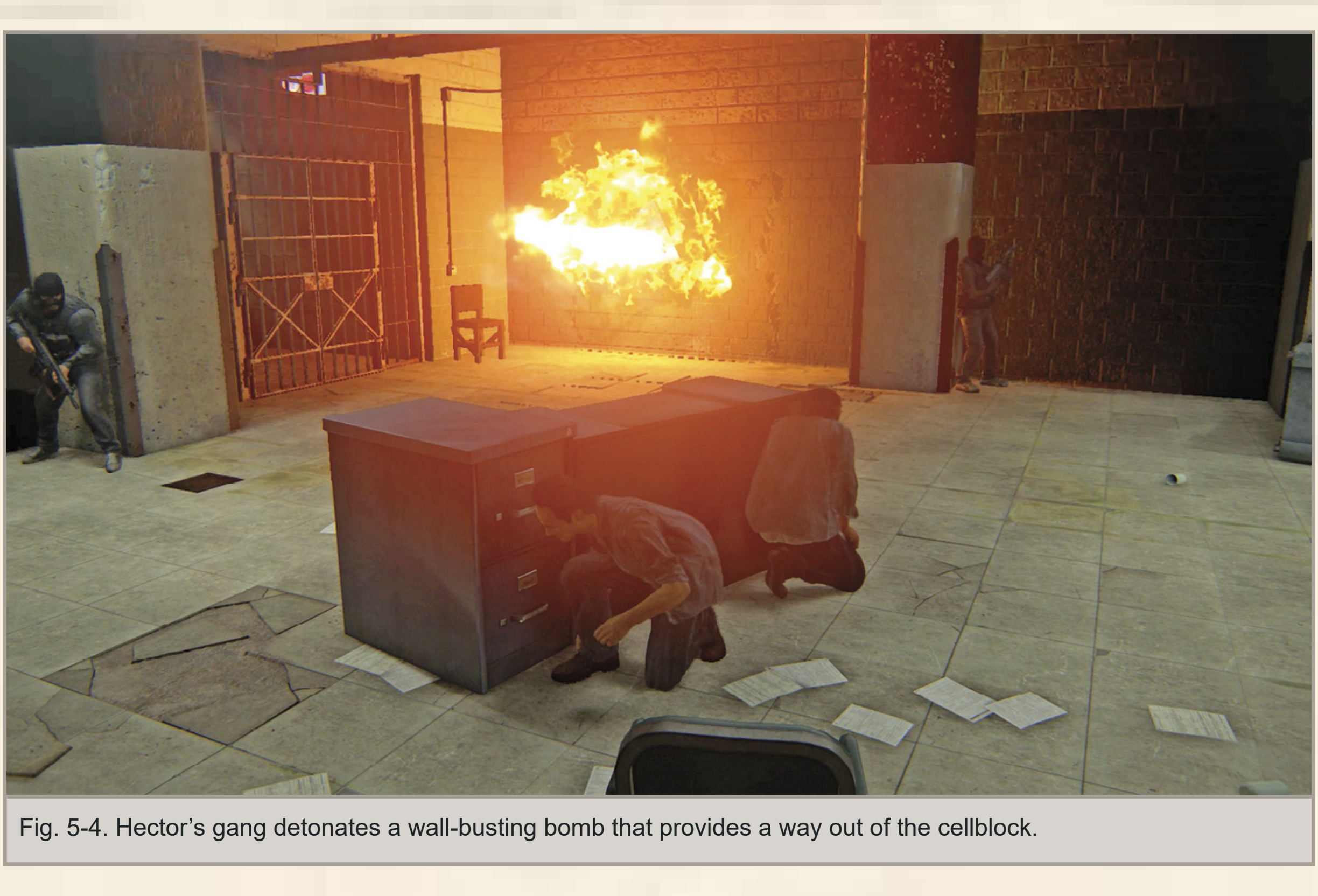


Fig. 5-4. Hector's gang detonates a wall-busting bomb that provides a way out of the cellblock.

Cut hard left to follow the pipeline alley. Just after you leap over a crate, a guard suddenly drops from above and shoulder-slams Sam into the wall. Rapidly tap △ again to resist his chokehold until Hector returns and guns him down.

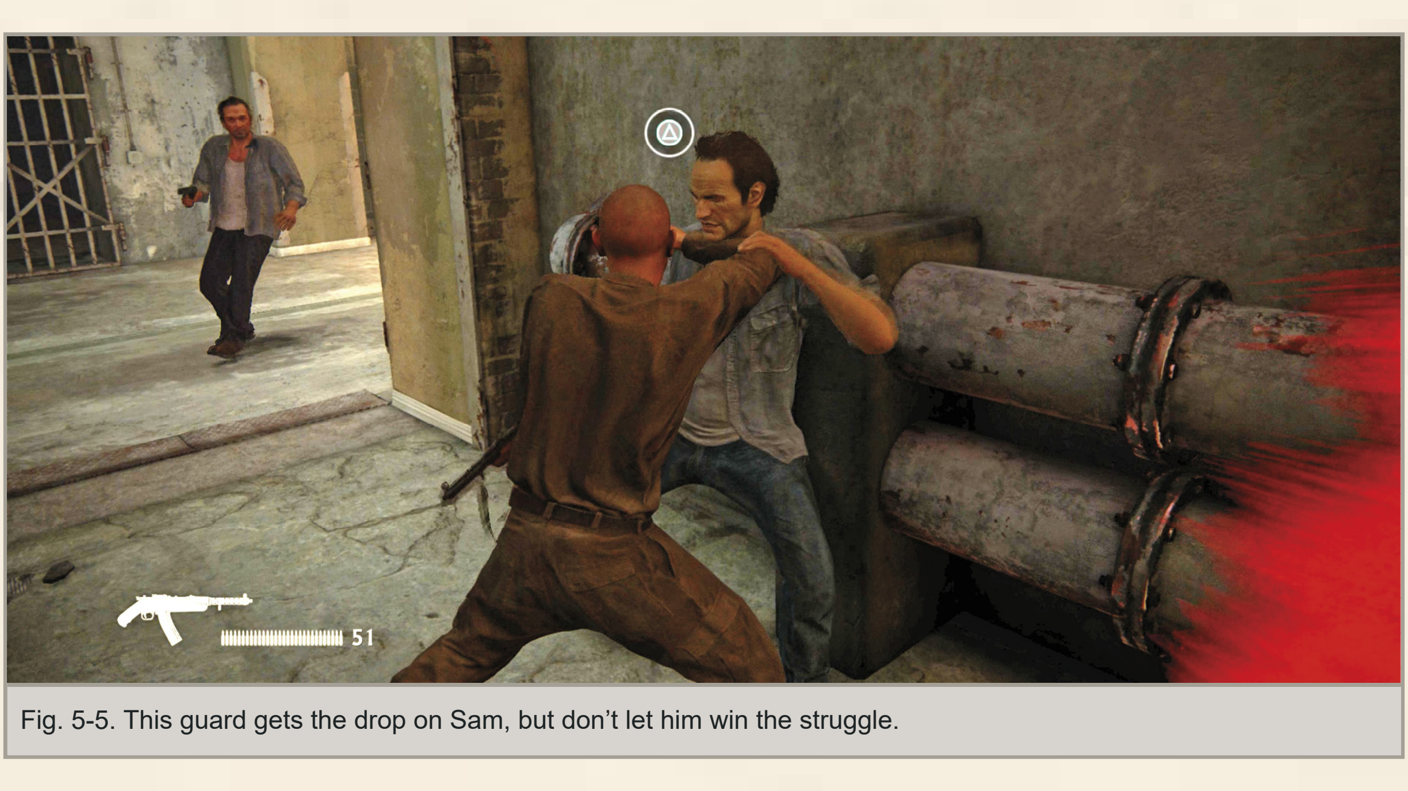


Fig. 5-5. This guard gets the drop on Sam, but don't let him win the struggle.

CLEAR OUT THE LAUNDRY ROOM

Keep following Hector! Fight up the next staircase and through the next security gate to a balcony overlooking the prison laundry room (the "Lavanderia"). From this vantage point, start taking out the squad of guards below. When the floor area is cleared, hop down and take cover. Another big squad of guards deploys onto the upper platform. Stick to cover until their numbers are reduced, then advance across the room to take out the last few. Then wait until Hector's men blast open another exit.

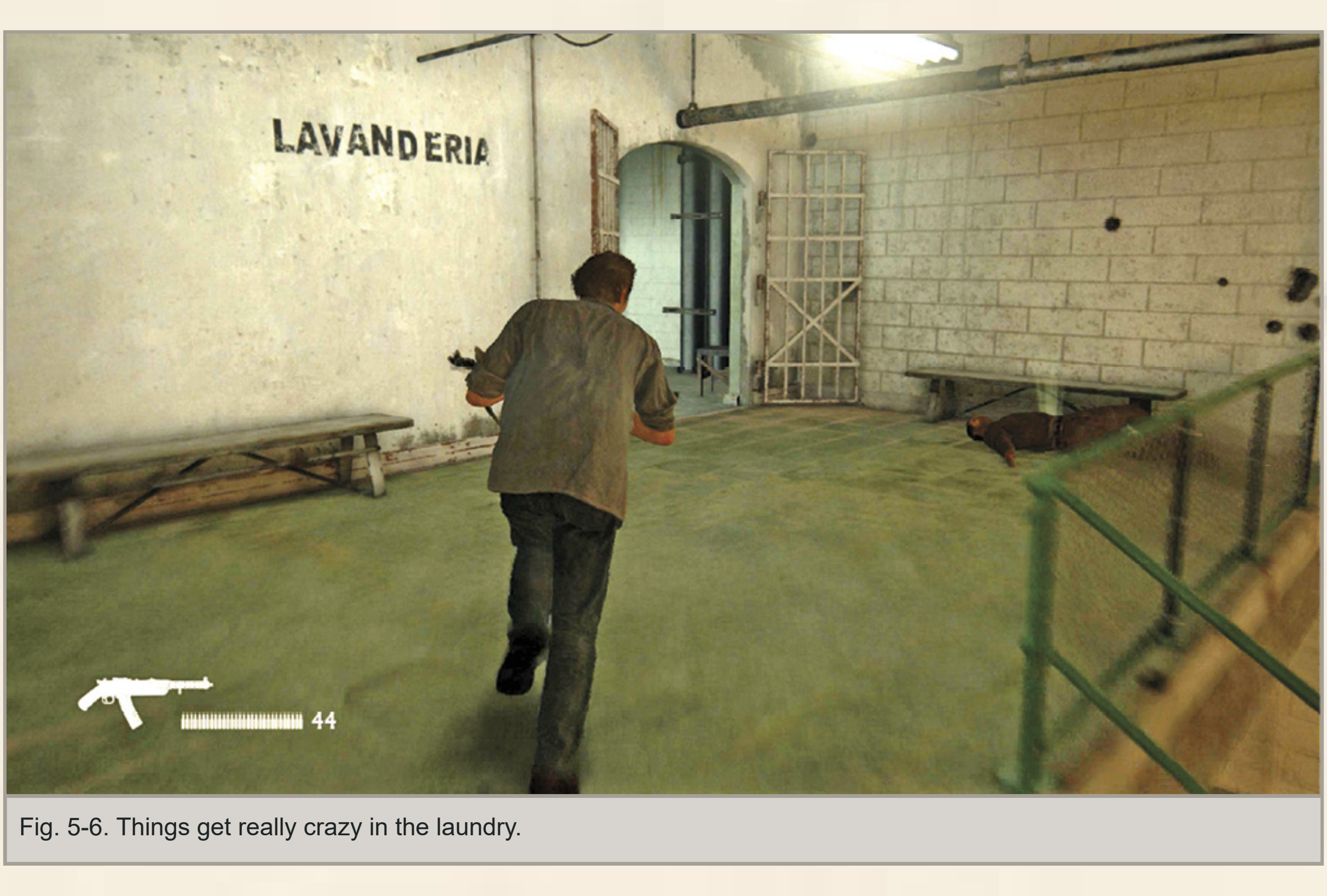


Fig. 5-6. Things get really crazy in the laundry.

Hide To Recover Health!

When your health is low, the screen loses color and turns shades of gray. Duck behind cover until your vision colors up again.

DON'T DALLY AFTER THE LAUNDRY

Once the prison laundry is secured, a timer kicks in. If you linger anywhere too long (about 60 seconds), Sam gets gunned down automatically. Keep moving to avoid this fate!

TAKE OUT THE PRISON YARD TURRET

Swap your MP34a for a full-sized automatic rifle like the **New WeaponHS39** that Alcazar's men drop when they are fatally wounded. Then follow Hector's team through the blown-open doorway and rush upstairs through the next security gate to the prison yard ("Patio de la Carcel"). Hustle to the crate on the left next to the chain-link fence and pick off any remaining guards in the yard ahead, then climb over the fence, ready for mayhem.

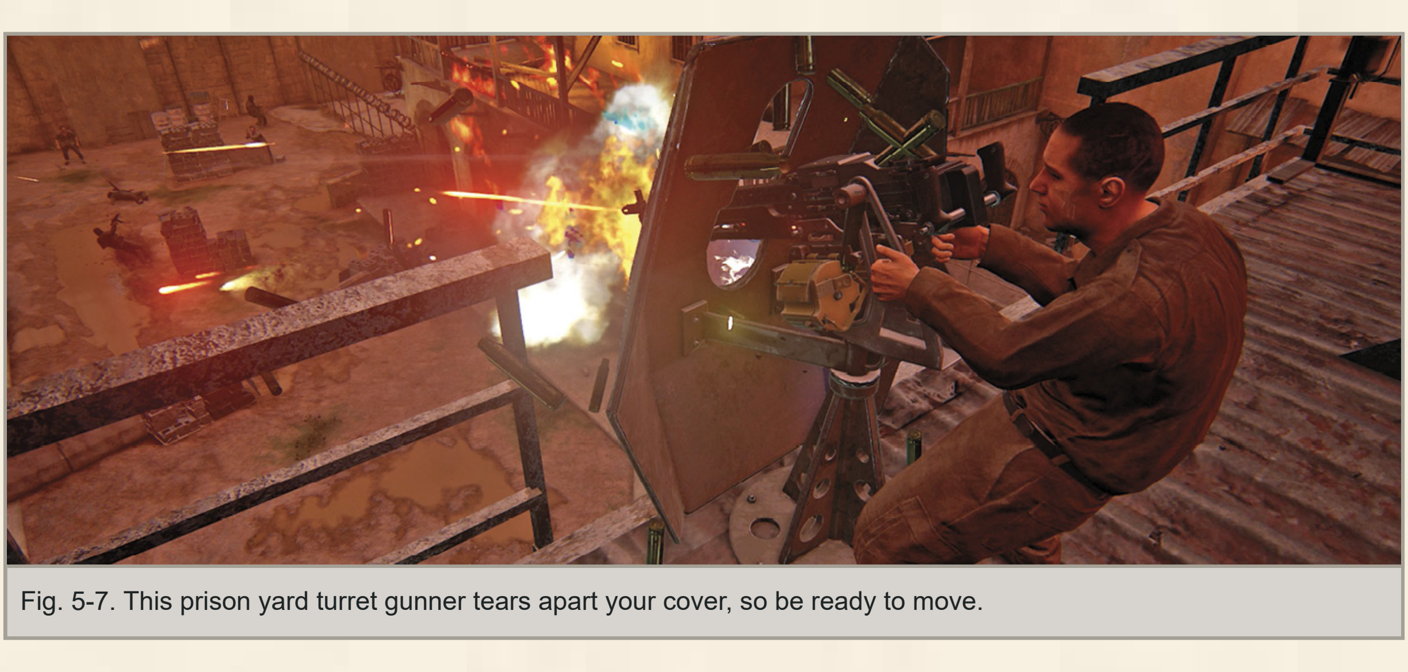


Fig. 5-7. This prison yard turret gunner tears apart your cover, so be ready to move.

Look out! A heavy machinegun turret opens fire from a high perch across the yard the moment you get over the fence. Its fire is highly lethal, so use the stacks of concrete blocks in the yard for cover. The turret tears apart even concrete fairly quickly, so be ready to dive to the next spot if your cover disintegrates. The machine-gunner is protected behind the gun's shield and can't be hit, so focus on picking off the other exposed gunmen. Target the explosive barrels at their end.

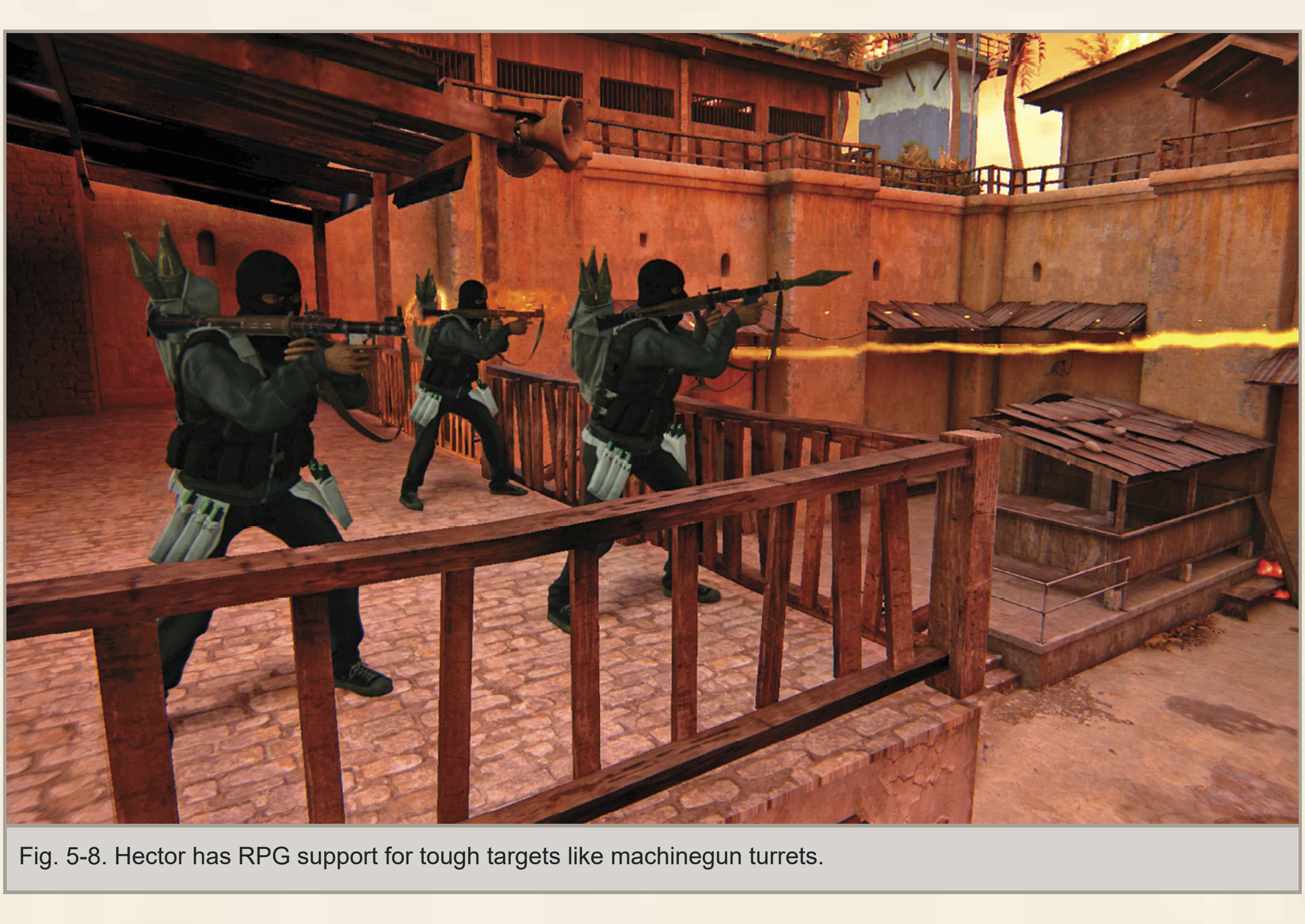


Fig. 5-8. Hector has RPG support for tough targets like machinegun turrets.

Amazingly, Hector's prison-break team includes an RPG squad. So your objective in the prison yard is to survive until they arrive and slam three rockets into the turret tower, bringing down the machinegun and securing the yard.

GET TO THE VANS!

Exit the yard via the doorway to the left. Climb the stairs to trigger the explosion that blows out the barred window on the first landing. Hop out and hustle down the brick alley, shooting as you go. Hector's rocketeers stay one step ahead of you, clearing out clusters of guards on balconies. In a moment, you reach a wall where scaffolding covers pipes. Climb the scaffold to see a fleet of getaway vans pull up next to the guard shack.

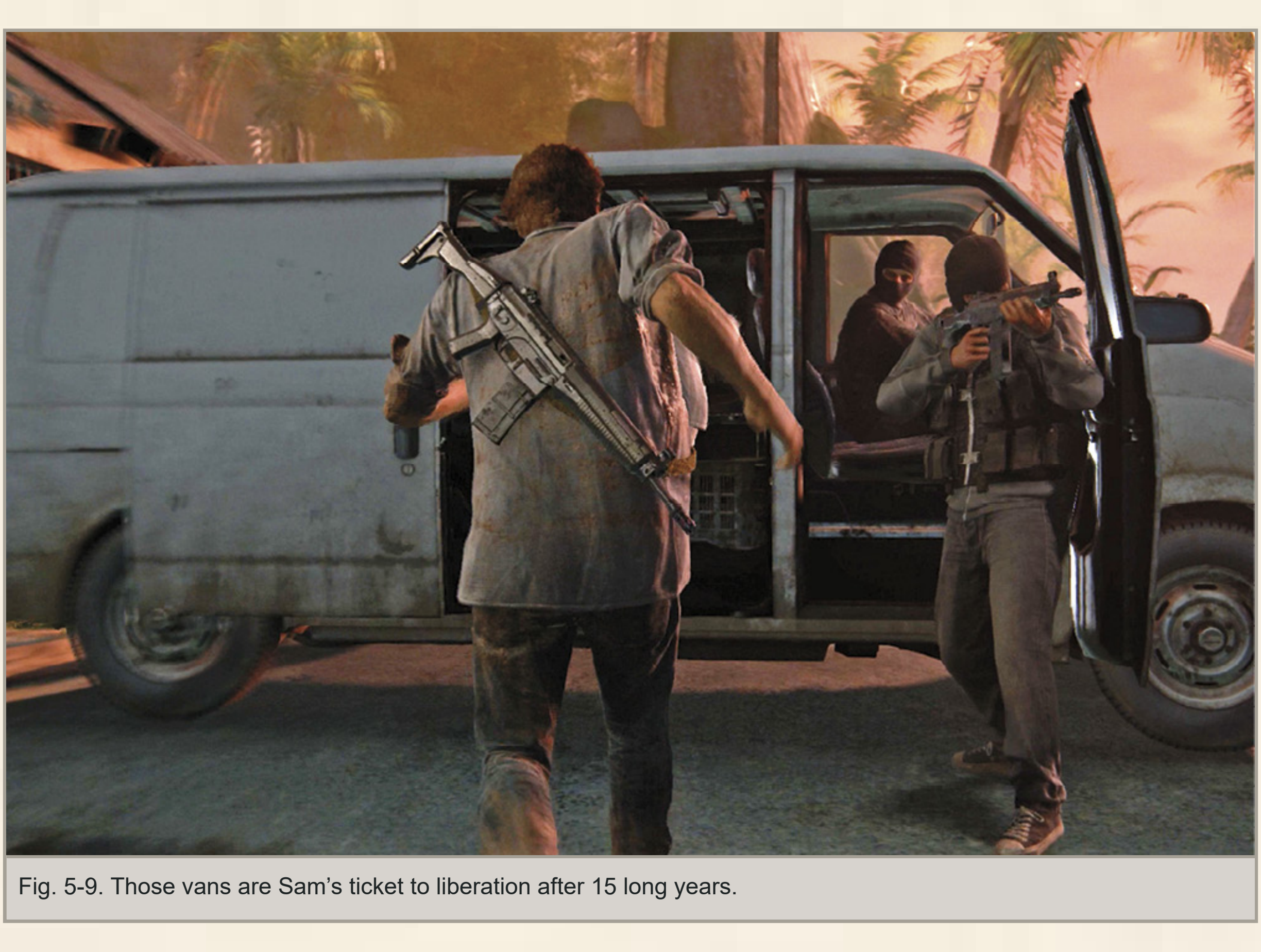
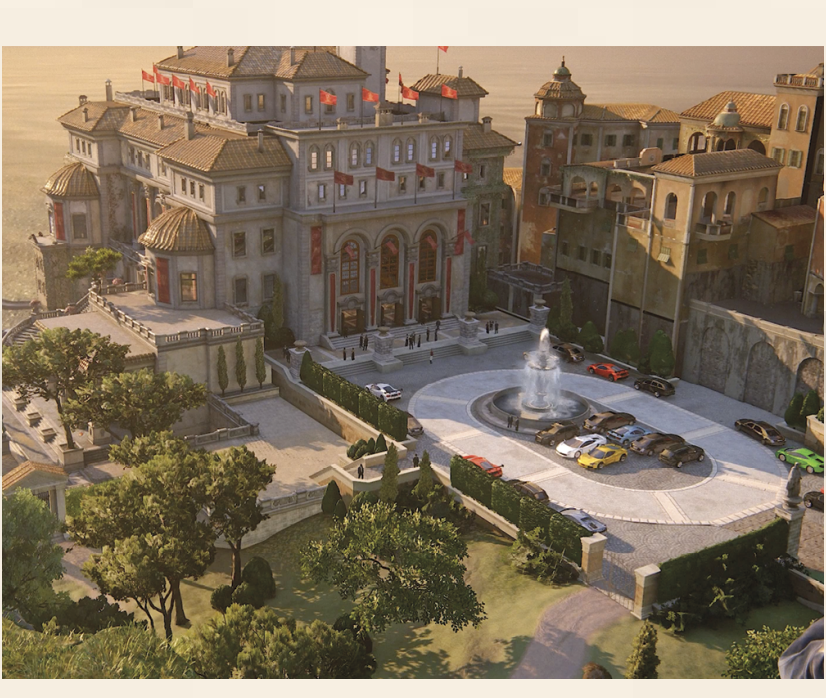


Fig. 5-9. Those vans are Sam's ticket to liberation after 15 long years.

Hop down and approach the vans to trigger the chapter-ending cutscene. Hector Alcazar makes it perfectly clear what he expects from Sam, and demands a strict timetable. The scene fades back to the present—Sam finishes his story and Nathan tells him that Rafe has been digging obsessively for years around St. Dismas Cathedral in Scotland...and found nothing. But Sam has a new piece of information, giving the brothers a new destination: an exclusive black market auction at the Rossi Estate in Italy.

Chapter 6: Once a Thief…

The Drake brothers wait in a grove above the Rossi Estate, observing the arrivals and looking for a signal from Victor Sullivan, Nathan's longtime friend, partner, and mentor. As Nathan studies a blueprint of the estate, Sam expresses concern about Sully's participation in the plan. But Nathan replies, "I trust him. He's family." Then the signal comes. Time to climb!

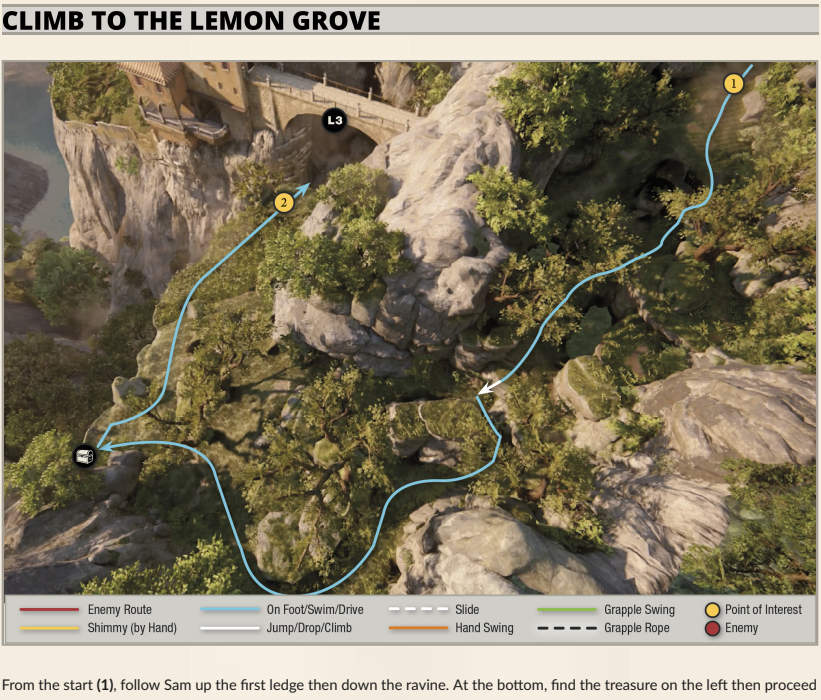


Collectibles

Treasures: 9

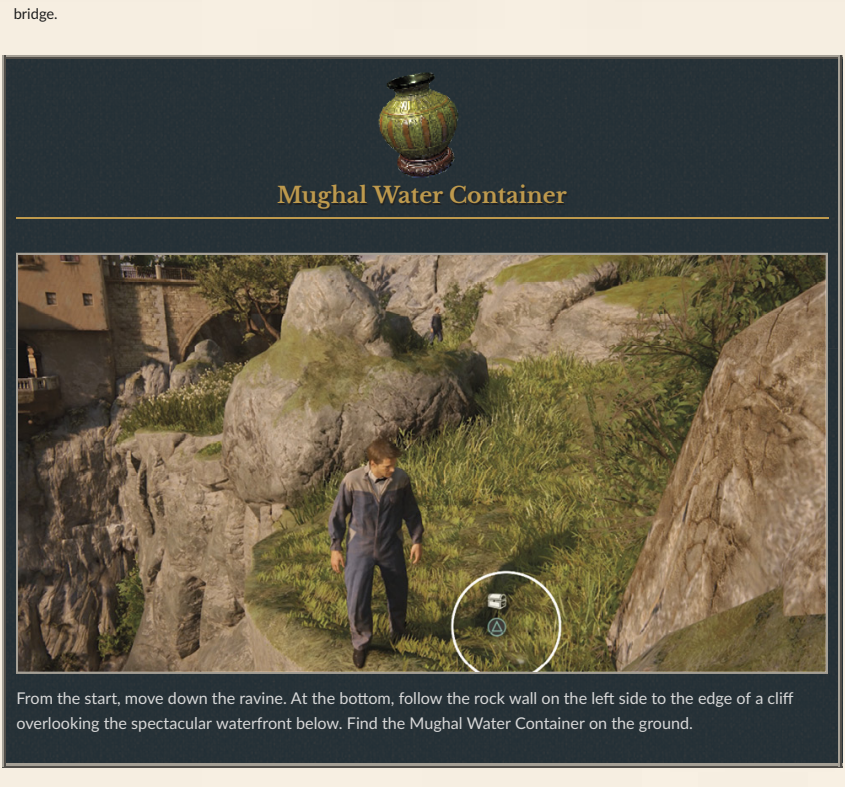
Optional Conversations: 3

CLIMB TO THE LEMON GROVE



From the start **(1)**, follow Sam up the first ledge then down the ravine. At the bottom, find the treasure on the left then proceed to the ledge **(2)** looking across at a stone bridge. If you press **L3**, Nathan points out the exposed beam underneath the bridge.

Mughal Water Container



From the start, move down the ravine. At the bottom, follow the rock wall on the left side to the edge of a cliff overlooking the spectacular waterfront below. Find the Mughal Water Container on the ground.

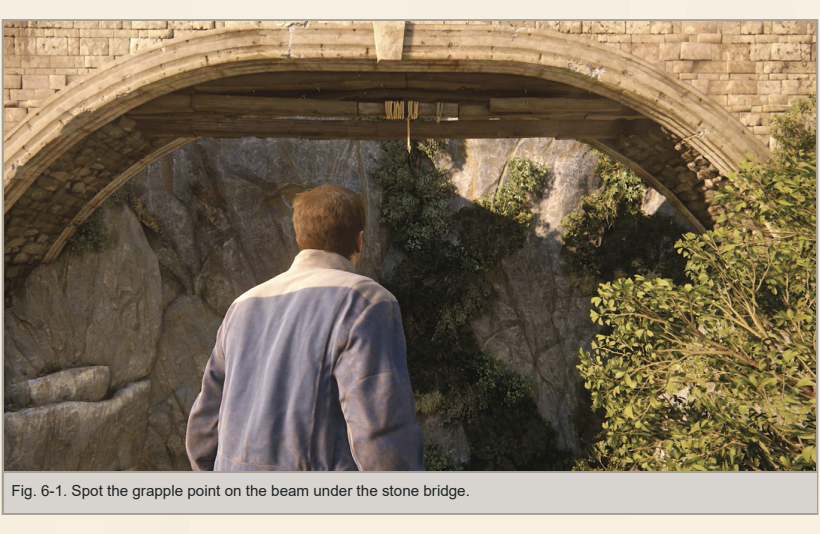


Fig. 6-1. Spot the grapple point on the beam under the stone bridge.

Sling the grapple hook at the exposed beam and swing across the chasm to snag one of the grooves **(3)** on the cliff wall. Drop to the lowest groove and shimmy leftward until you reach the spot where you can hit **L3** again to spot another beam that looks promising. Climb rightward over Sam if you're in his way; Sam tosses the grapple hook at the beam and swings across, leaving the rope hanging for Nathan. Drop further down the handholds then work your way left to the swinging rope **(4)**. Press ⊗ when the rope swings close enough to grab it, and then use the left stick to wall-run back and forth until you build momentum for a jump to the next ledge.

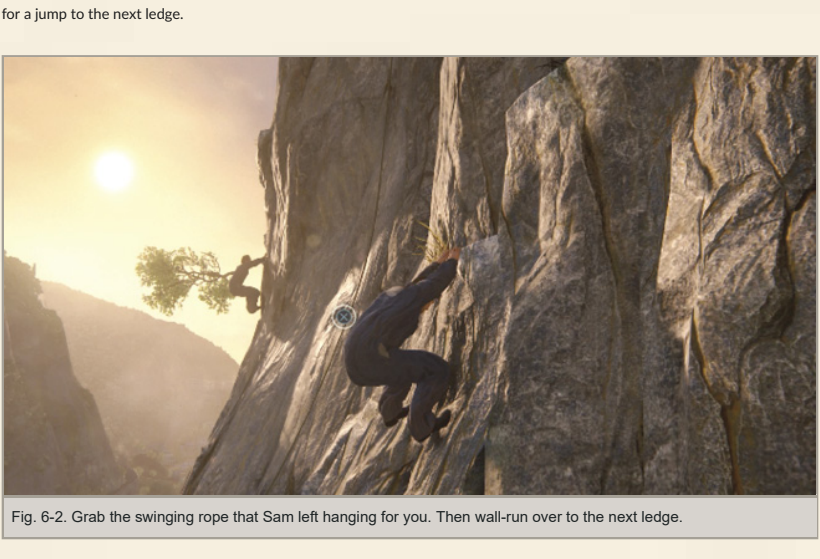
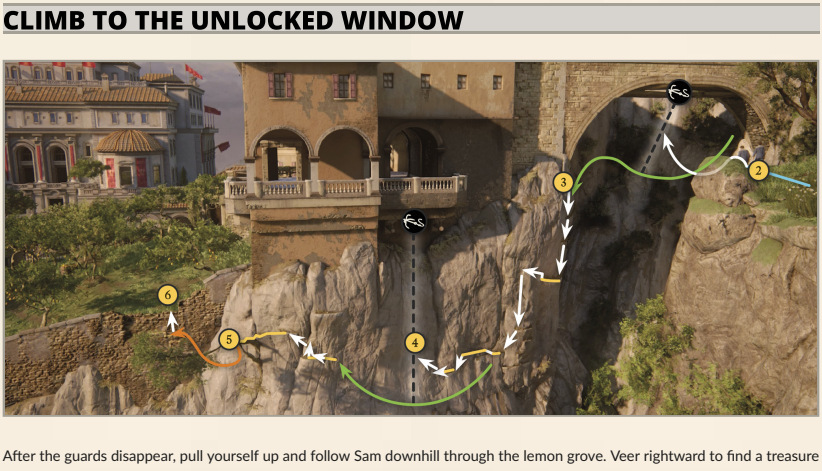


Fig. 6-2. Grab the swinging rope that Sam left hanging for you. Then wall-run over to the next ledge.

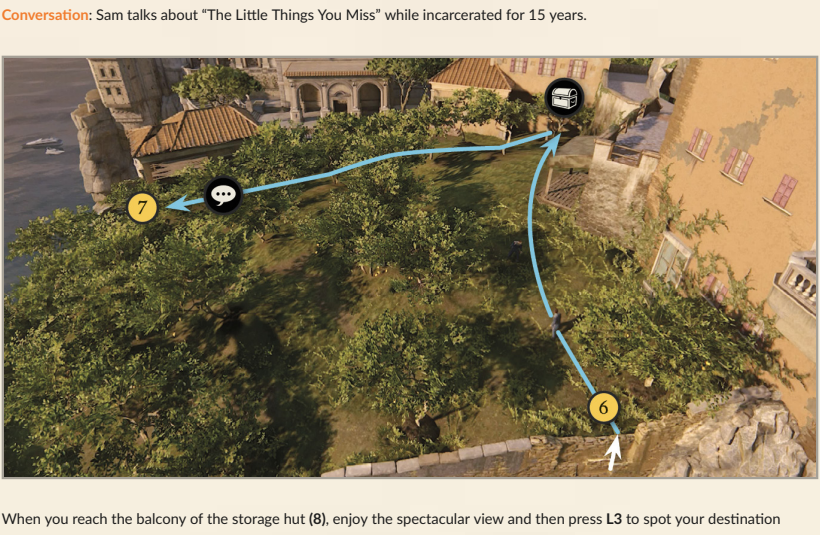
Continue climbing leftward to the branch **(5)** protruding from the cliff. Grab the branch and use it to swing across to the stone wall. Just push the left stick toward the wall to build up swing momentum then press ⊗ at the end of your outward swing to jump. When you reach the wall, climb to the top **(6)** and hang and watch as the heavily armed guards patrol past before you pull yourself up to the grove.

Fig. 6-3. After those goons enter the house, follow Sam down through the lemon grove.

CLIMB TO THE UNLOCKED WINDOW



After the guards disappear, pull yourself up and follow Sam downhill through the lemon grove. Veer rightward to find a treasure then follow Sam over to the back corner of the grove **(7)**. Look for the Talk icon over his head and pick up the Optional Conversation: Sam talks about "The Little Things You Miss" while incarcerated for 15 years.

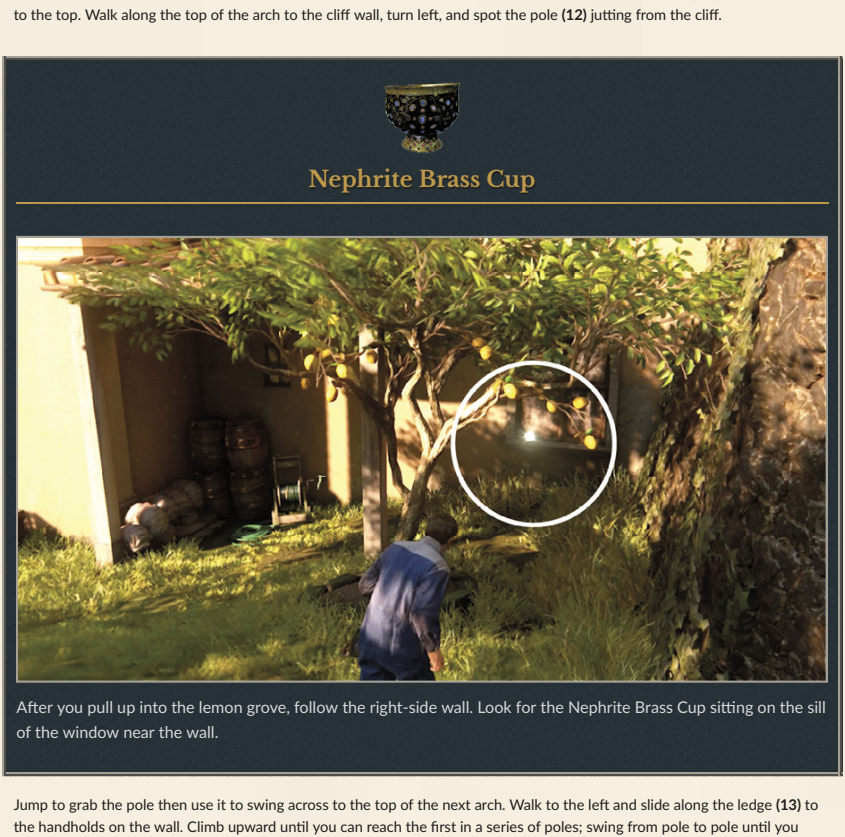


When you reach the balcony of the storage hut **(8)**, enjoy the spectacular view and then press **L3** to spot your destination window where Sully waits. Enter the hut, head downstairs, and sling your grapple hook up at the beam.

With the rope in hand, hop over the balcony railing to hang outside. Then hold in **L1** and pull back the left stick to rappel downward to the end of the rope **(9)**. Release **L1** and push the left stick to wall-run until you get enough momentum to leap across to the ledge below **(10)**. (If you land atop the stone arch on the ledge, just hop down to the ground.)

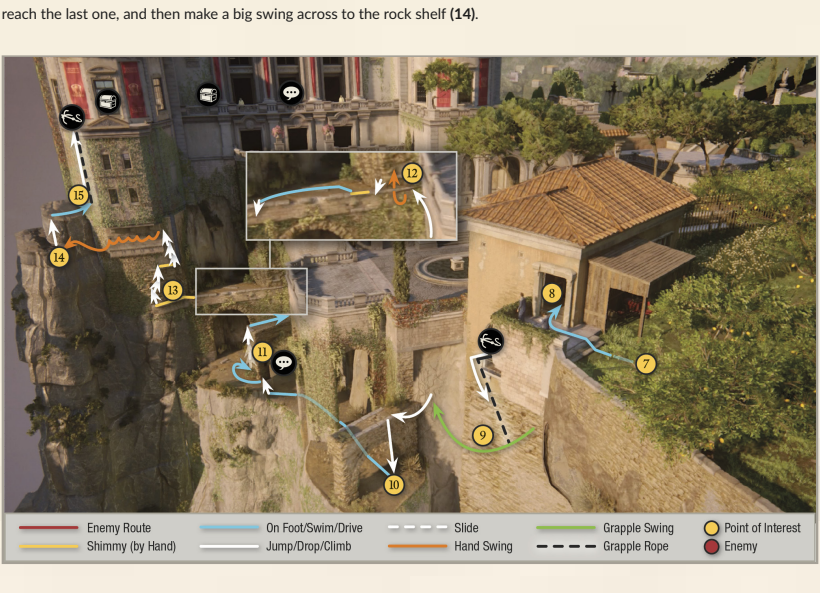
As you move through the pillars, watch for another Talk icon to appear over Sam and then trigger the Optional Conversation, "Your Other Wonderful Finds" about Nathan's travels. Then find the handholds on the far side of the arch **(11)** and climb them to the top. Walk along the top of the arch to the cliff wall, turn left, and spot the pole **(12)** jutting from the cliff.

Nephrite Brass Cup



After you pull up into the lemon grove, follow the right-side wall. Look for the Nephrite Brass Cup sitting on the sill of the window near the wall.

Jump to grab the pole then use it to swing across to the top of the next arch. Walk to the left and slide along the ledge **(13)** to the handholds on the wall. Climb upward until you can reach the first in a series of poles; swing from pole to pole until you reach the last one, and then make a big swing across to the rock shelf **(14)**.



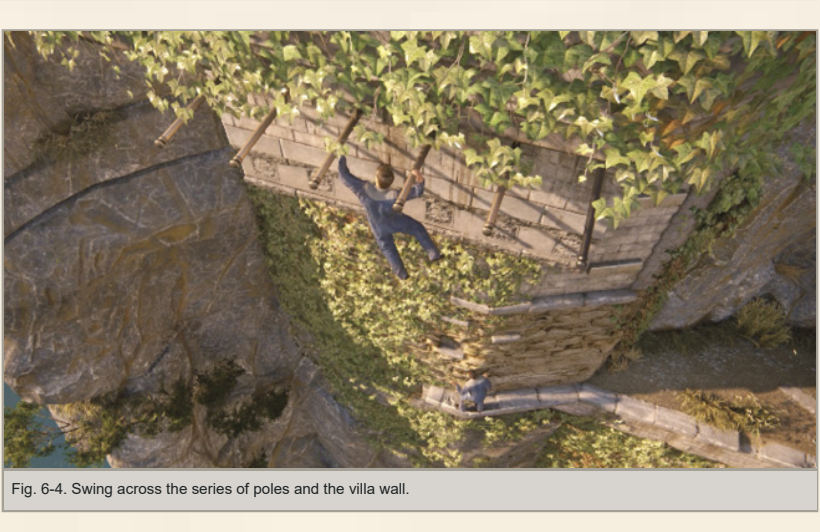


Fig. 6-4. Swing across the series of poles and the villa wall.

Sam swings across right behind you, climbs up onto the next ledge, and tosses the grappling hook up to the light fixture above. After Sam goes, jump to grab the rope **(15)** and climb up to trigger a cutscene: Nathan and Sam pull off the jumpsuits covering their tuxedoes and climb inside the window to meet none other than Victor "Sully" Sullivan. Sully is happy to see Nate, but he has bad news: Avery's cross is going up for auction sooner than originally scheduled.

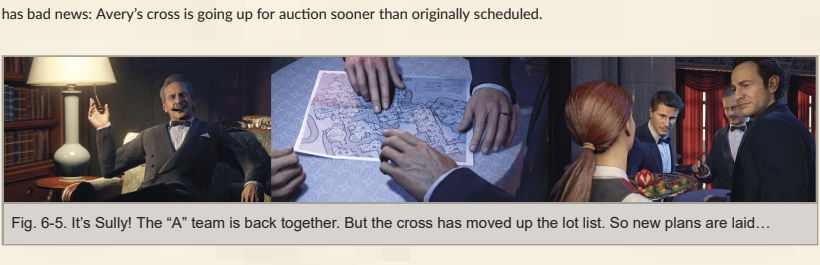


Fig. 6-5. It's Sully! The "A" team is back together. But the cross has moved up the lot list. So new plans are laid…

FIND A WAY INTO THE CELLAR

Your next objective is to create a diversion by finding the breaker room and cutting power to the lights. Before following Sully, turn around and enter the room directly behind you (it's where you crawled in the window) to find a treasure. Exit the room, then go out onto the balcony to the right to find Sam at the railing with a Talk icon overhead. Trigger the Optional Conversation, "Exit Strategy" with him. Then pick up another treasure down at the end of the balcony.

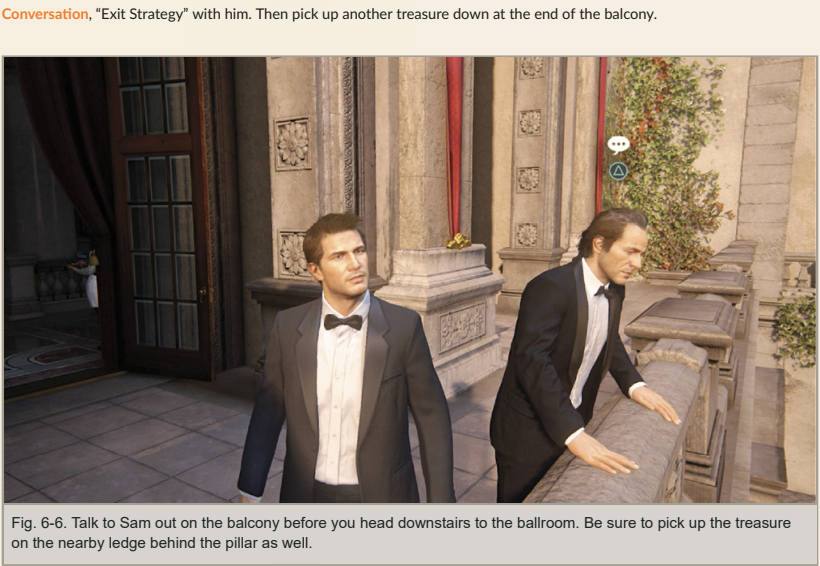
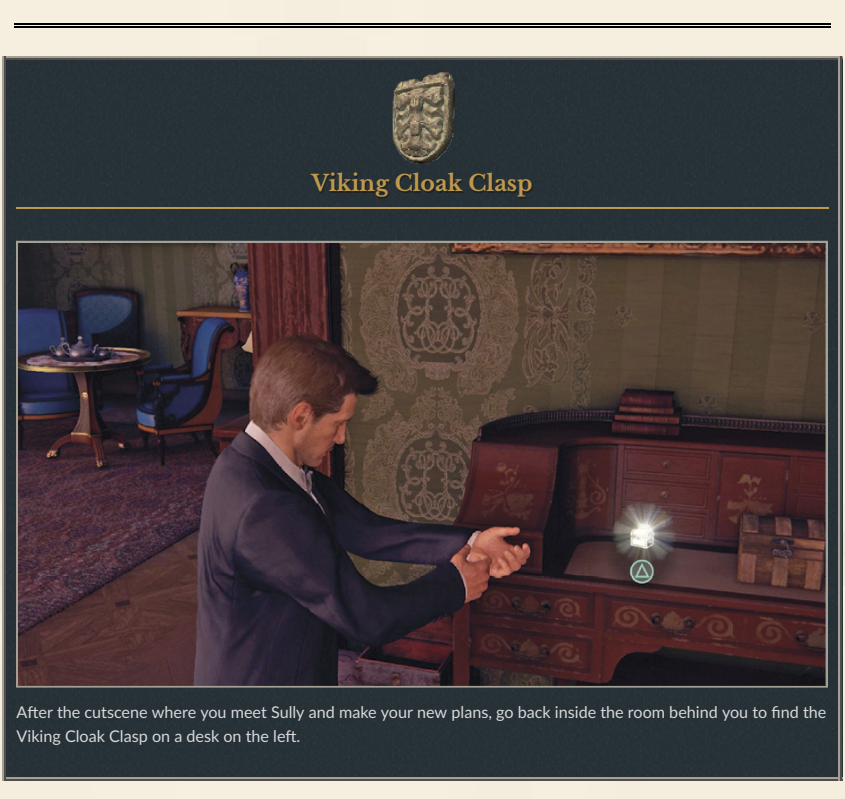


Fig. 6-6. Talk to Sam out on the balcony before you head downstairs to the ballroom. Be sure to pick up the treasure on the nearby ledge behind the pillar as well.

Auction Talk

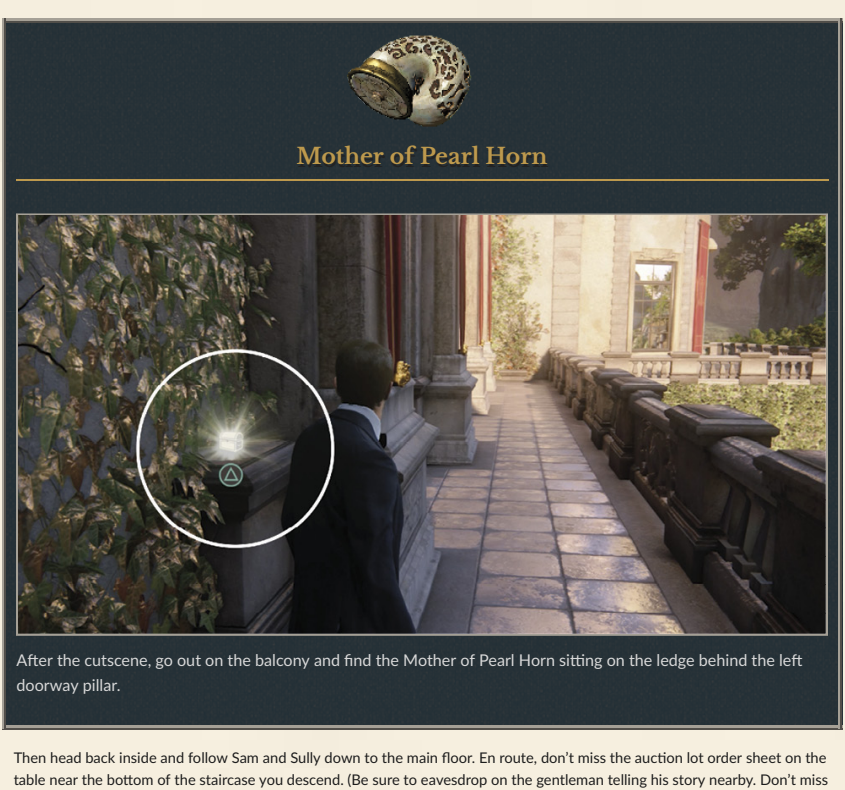
Despite the urgency of the situation, you should take time during your stroll to the cellar to eavesdrop on various conversations. They can be quite entertaining.

Viking Cloak Clasp



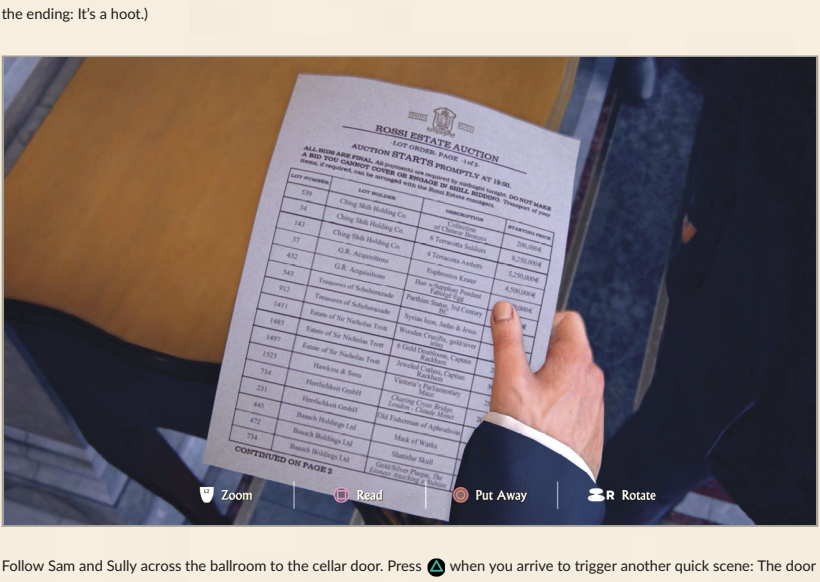
After the cutscene where you meet Sully and make your new plans, go back inside the room behind you to find the Viking Cloak Clasp on a desk on the left.

Mother of Pearl Horn



After the cutscene, go out on the balcony and find the Mother of Pearl Horn sitting on the ledge behind the left doorway pillar.

Then head back inside and follow Sam and Sully down to the main floor. En route, don't miss the auction lot order sheet on the table near the bottom of the staircase you descend. (Be sure to eavesdrop on the gentleman telling his story nearby. Don't miss the ending: It's a hoot.)



Follow Sam and Sully across the ballroom to the cellar door. Press △ when you arrive to trigger another quick scene: The door is locked. Now you need a key card for entry. Fortunately, a waiter emerges from the cellar with a bottle of wine, and slides his key card into his back left pocket.

Fig. 6-8. This waiter has a key card for the cellar door in his back pocket.

ACQUIRE THE KEY CARD

The waiter delivers his bottle and leans against the nearby marble pillar. Walk up behind him and look at his back left pocket to bring up the **L2** prompt. Hold in **L2** to bring up a spotlight-type focus and use the right stick to keep the spotlight centered on the waiter's pocket. This fills an onscreen circle meter. When the circle fills up, the △ prompt appears. Hurry! Press △ to lift the key card.

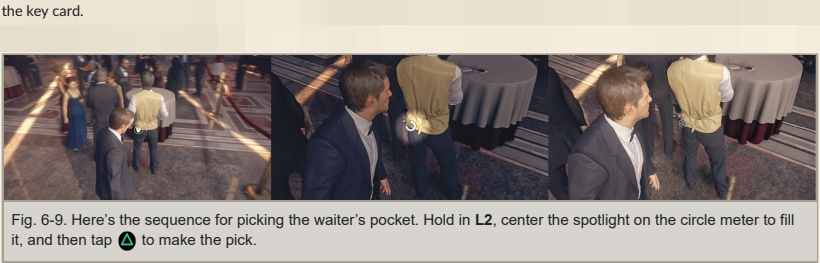


Fig. 6-9. Here's the sequence for picking the waiter's pocket. Hold in **L2**, center the spotlight on the circle meter to fill it, and then tap △ to make the pick.

The waiter moves around at first, so you must work quickly. But after three missed tries, Sam steps in to help. He chats with the fellow, keeping him in one place so you have time to complete the sequence. Once you pick the card, go to the cellar door where Sully waits and press △ to open it.

This triggers a quick scene: Nathan unlocks the door, Sully distributes earpiece communicators, and the brothers enter the cellar area. Then Sully moves out onto the floor…and runs into an old "friend" named Nadine Ross. Nadine owns and operates a company of mercenary goons for hire called Shoreline. (You'll get to know Shoreline very well, soon enough.)

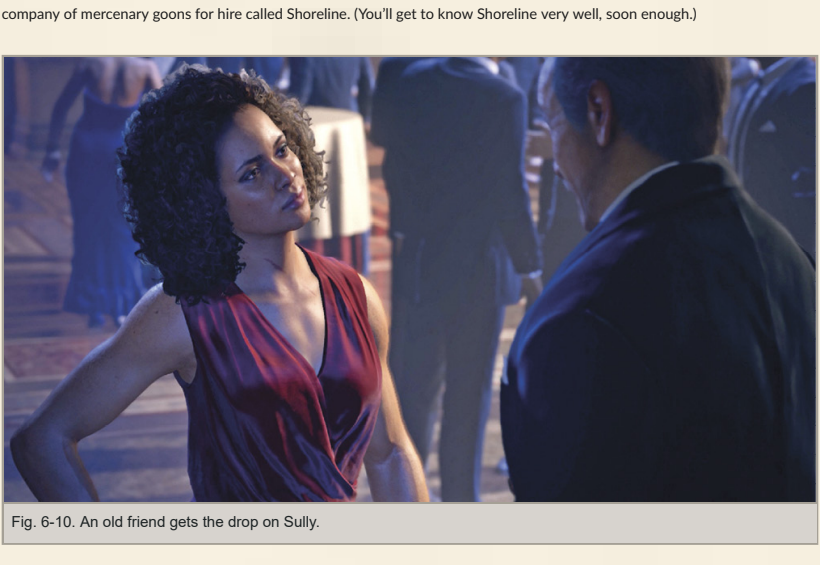


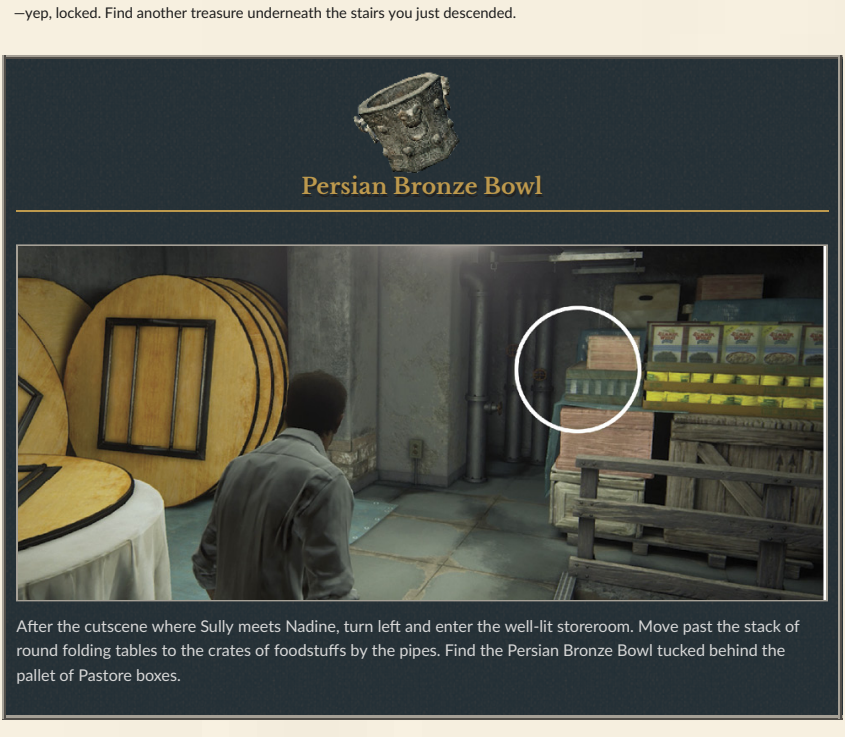
Fig. 6-10. An old friend gets the drop on Sully.

FIND THE KITCHEN

Sam needs a waiter's outfit for his part of this new plan. First, turn left and move into the next room to find a treasure amongst the stacks of wares. Then follow Sam through the nearby doorway into a corridor with a row of lockers.

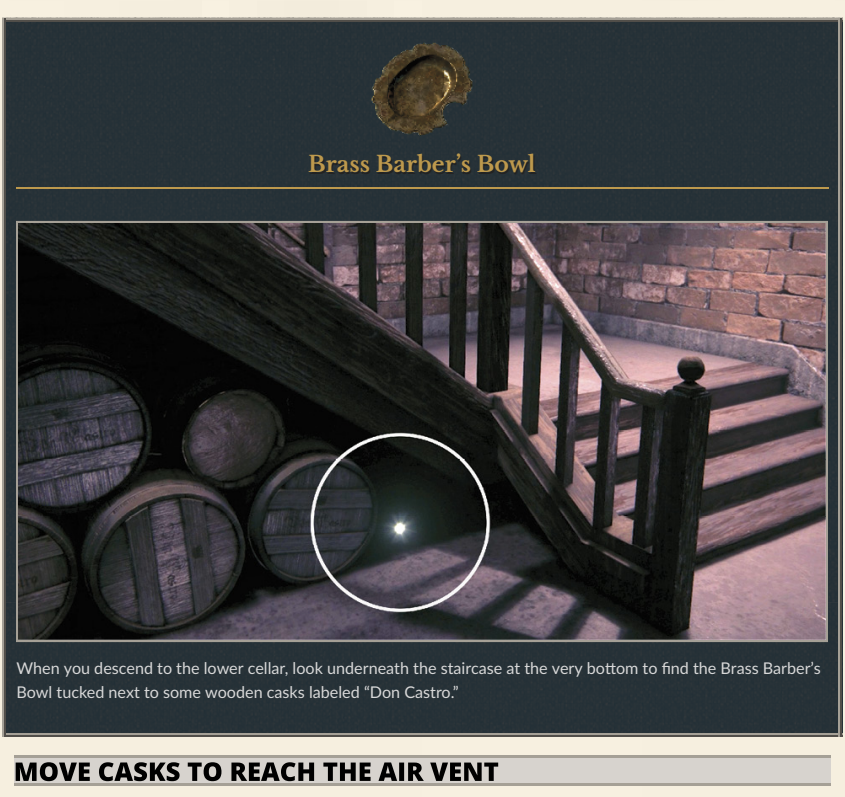
Proceed downstairs until you reach the marked door. Press △ to peer through its window at armed thugs in the employee room. Continue downstairs to a lower cellar closed off by locked metal gates. Sam says that it's time for Plan B. Check the gate—yep, locked. Find another treasure underneath the stairs you just descended.

Persian Bronze Bowl



After the cutscene where Sully meets Nadine, turn left and enter the well-lit storeroom. Move past the stack of round folding tables to the crates of foodstuffs by the pipes. Find the Persian Bronze Bowl tucked behind the pallet of Pastore boxes.

Brass Barber's Bowl



When you descend to the lower cellar, look underneath the staircase at the very bottom to find the Brass Barber's Bowl tucked next to some wooden casks labeled "Don Castro."

MOVE CASKS TO REACH THE AIR VENT

Move through the cellar to the large, red-rimmed wine cask sitting on a wheeled cart. It blocks the passage, so push the cask and continue to the wooden door. Open the door and enter a room filled with dozens of tightly stacked wine casks. When the light fails, Sam flicks on his lighter and starts following Nathan to provide illumination. Proceed through the stacks until you find another large red-rimmed cask on a cart. Grab and pull (don't push) the cask to roll it back as far as it will go.

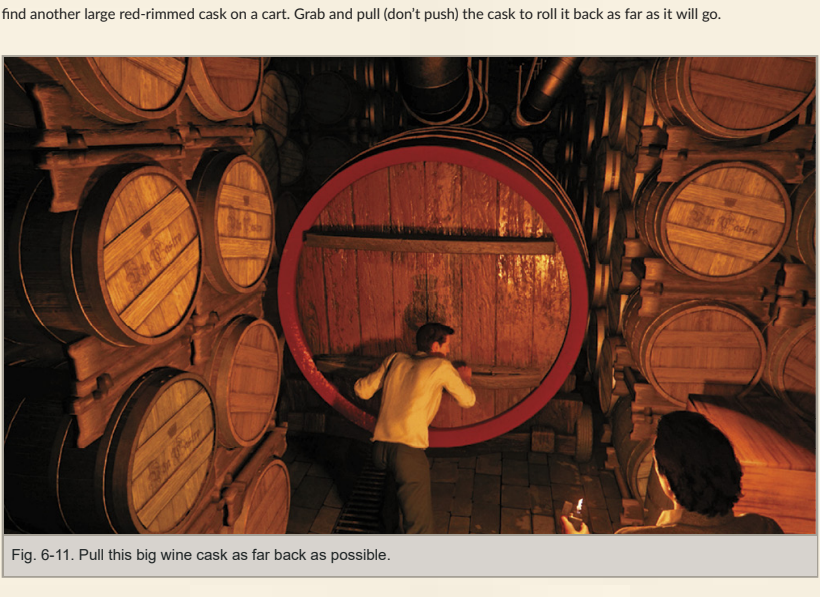


Fig. 6-11. Pull this big wine cask as far back as possible.

This opens a passage over on the other side of the cask, so release it and move around the stacks to the left and turn right into a new passage that you opened by pulling the cask. Follow this passage around a corner to another big rolling cask. Pull this one as far back as it will go too; again, this clears a passage on the cask's far side.

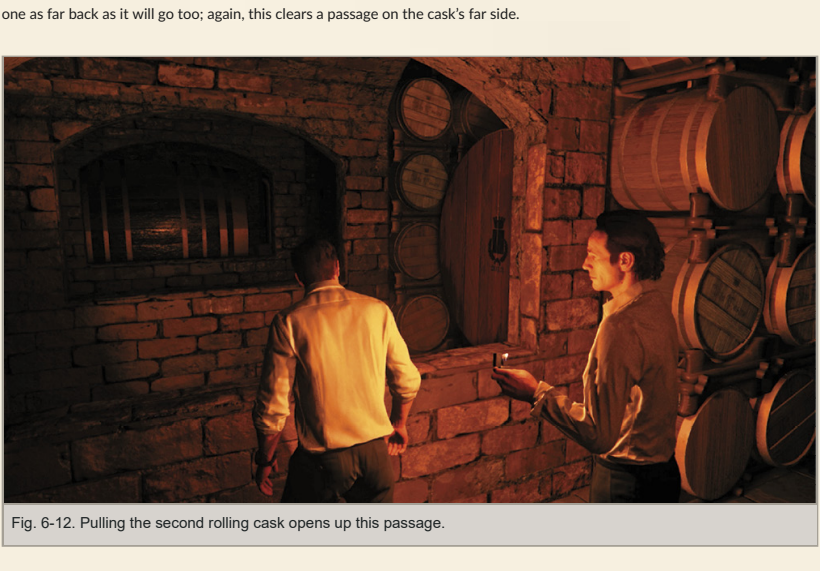


Fig. 6-12. Pulling the second rolling cask opens up this passage.

Release the cask, turn around, and work your way to the right until you reach the newly cleared passage. Hop through the two window-like openings to enter a new room with a grated air vent up on the wall. To reach the vent, find the rolling wine cask in the alcove to the left of the vent. Grab and pull the cask until it's under the vent. Then climb atop the cask, open the grate, and enter the duct.

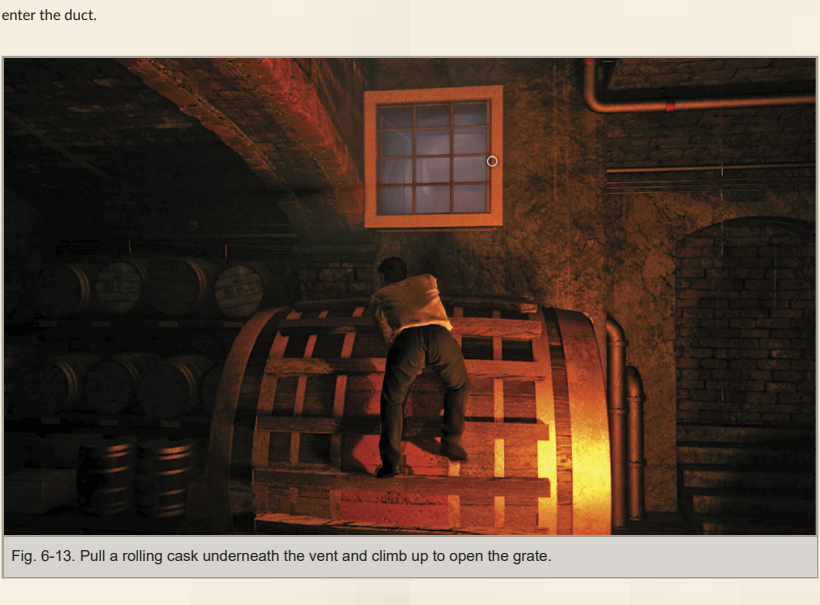
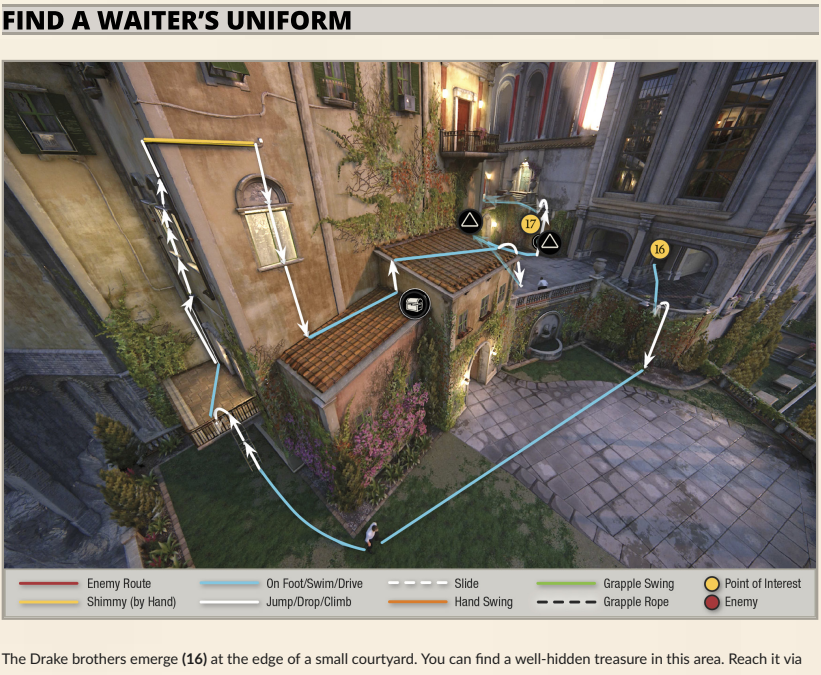


Fig. 6-13. Pull a rolling cask underneath the vent and climb up to open the grate.

Start crawling down the duct. You can peer through vents along the way to observe waiters below. When you reach a grate that won't open, Sam calls for you. Turn and follow him to a loose grate, then help him open it. Move into the fan shaft and follow Sam up to a higher duct. Here you spot gunmen through the next vent on the left. Continue down the duct to the exit vent; Sam holds Nathan back until two more guards pass.

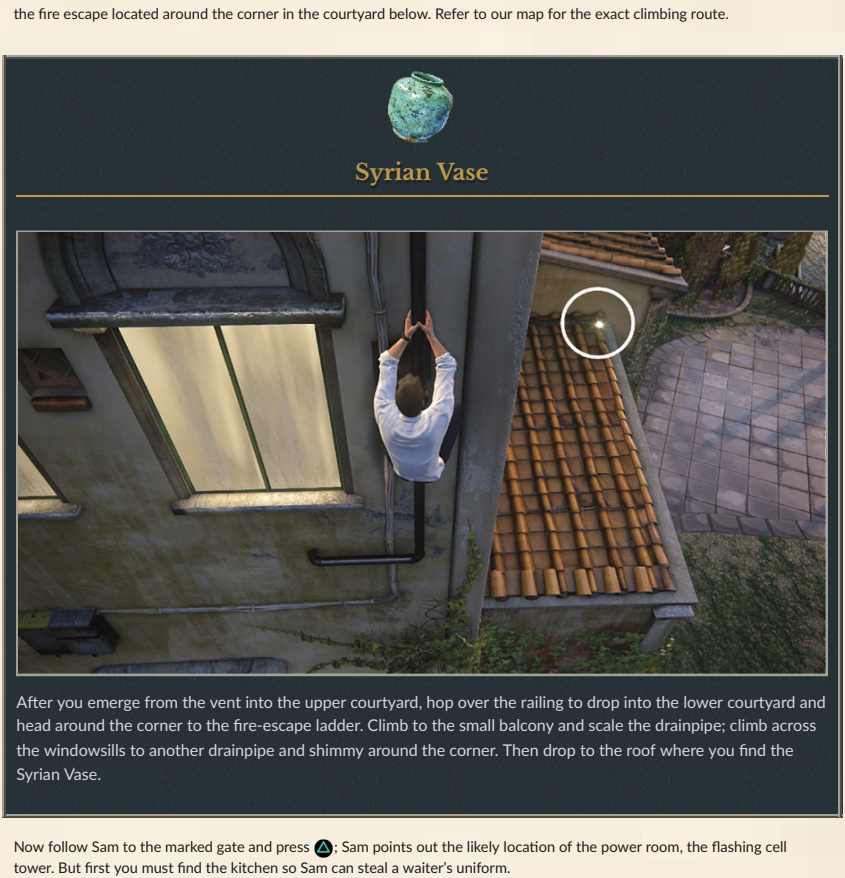
Fig. 6-14. Follow the air ducts all the way to the courtyard vent.

FIND A WAITER'S UNIFORM



The Drake brothers emerge **(16)** at the edge of a small courtyard. You can find a well-hidden treasure in this area. Reach it via the fire escape located around the corner in the courtyard below. Refer to our map for the exact climbing route.

Syrian Vase



After you emerge from the vent into the upper courtyard, hop over the railing to drop into the lower courtyard and head around the corner to the fire-escape ladder. Climb to the small balcony and scale the drainpipe; climb across the windowsills to another drainpipe and shimmy around the corner. Then drop to the roof where you find the Syrian Vase.

Now follow Sam to the marked gate and press △; Sam points out the likely location of the power room, the flashing cell tower. But first you must find the kitchen so Sam can steal a waiter's uniform.

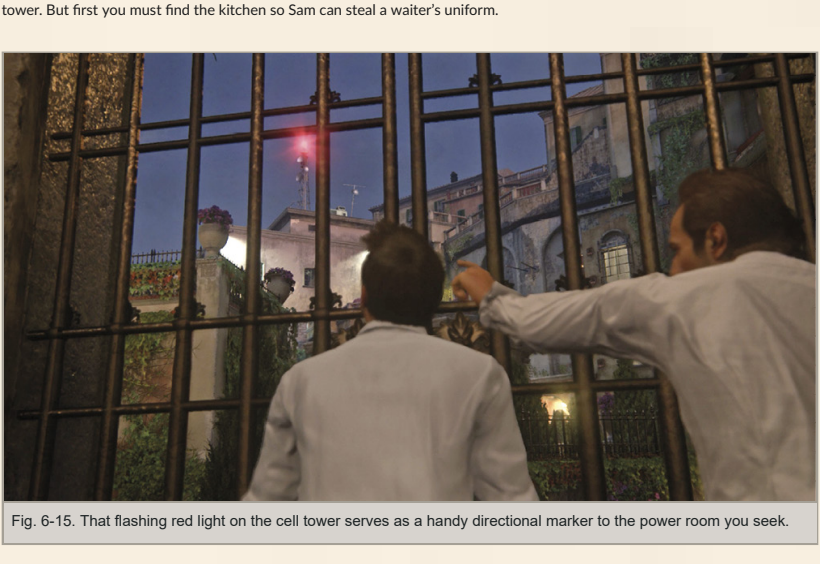
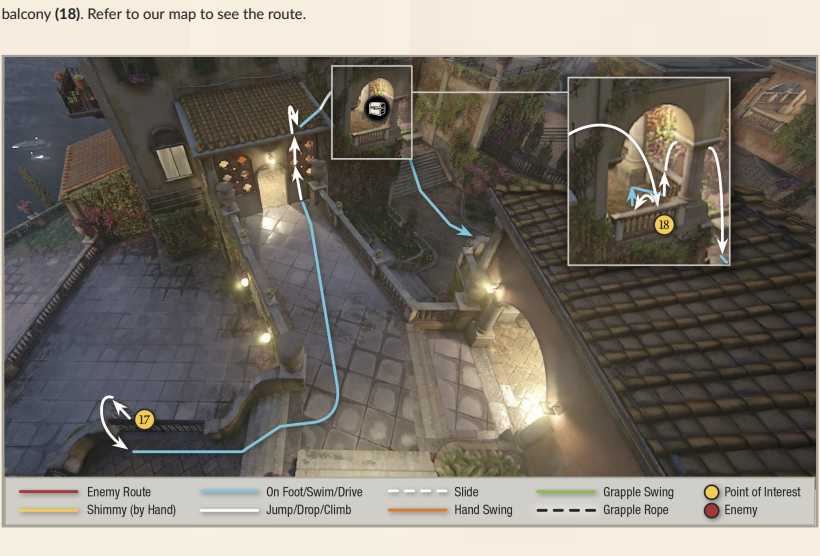
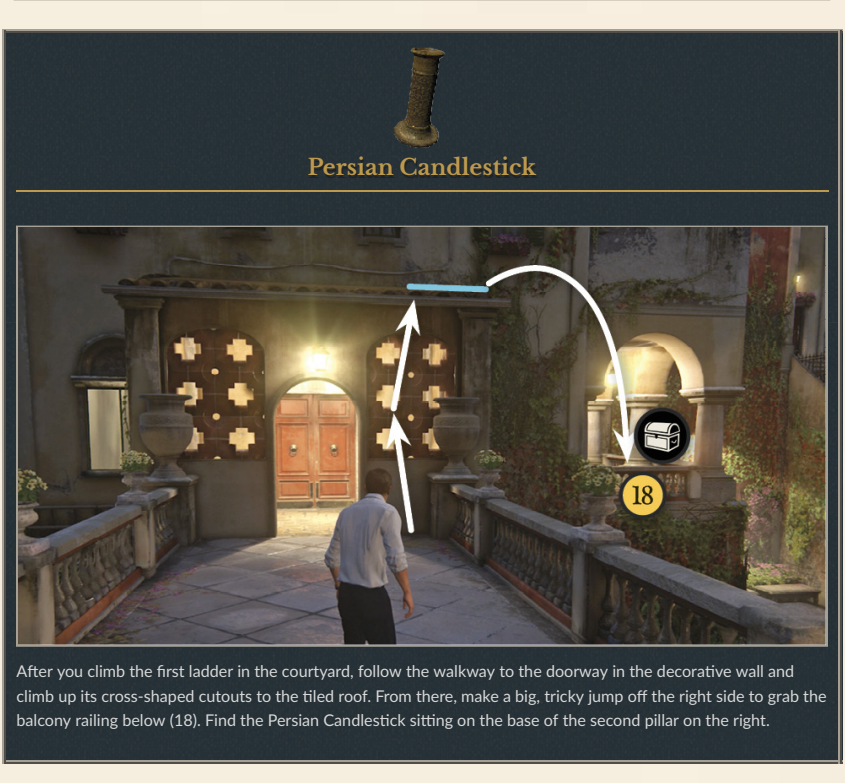


Fig. 6-15. That flashing red light on the cell tower serves as a handy directional marker to the power room you seek.

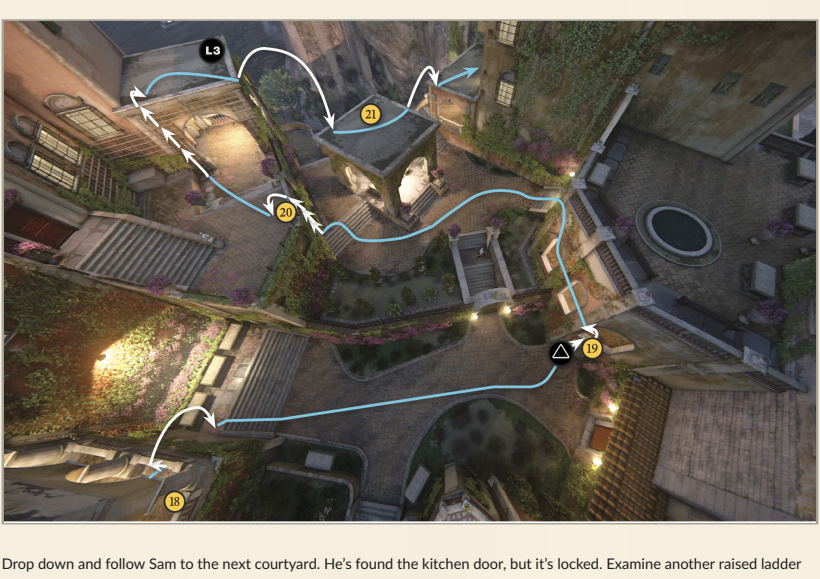
Approach the wall with the raised ladder **(17)** and press △; Nathan gives Sam a boost up to the ladder, and then Sam kicks it down so Nathan can reach it. Jump to grab it and climb to the next balcony. Here you can find another treasure on a nearby balcony **(18)**. Refer to our map to see the route.



Persian Candlestick



After you climb the first ladder in the courtyard, follow the walkway to the doorway in the decorative wall and climb up its cross-shaped cutouts to the tiled roof. From there, make a big, tricky jump off the right side to grab the balcony railing below (18). Find the Persian Candlestick sitting on the base of the second pillar on the right.



Drop down and follow Sam to the next courtyard. He's found the kitchen door, but it's locked. Examine another raised ladder **(19)** next to the red door; this time Sam boosts Nathan up. Before Nathan can lower the ladder, a waiter steps through the red door into the courtyard for a smoke. How convenient. Sam acquires his uniform.

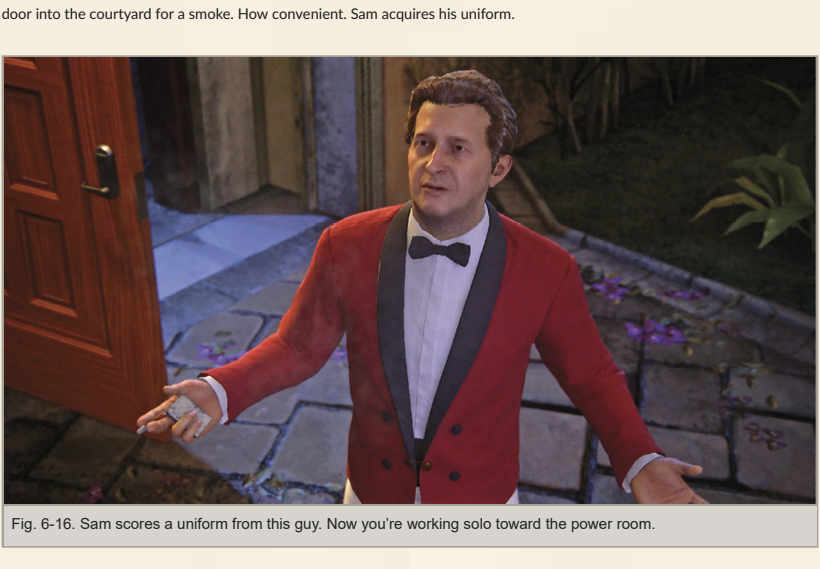
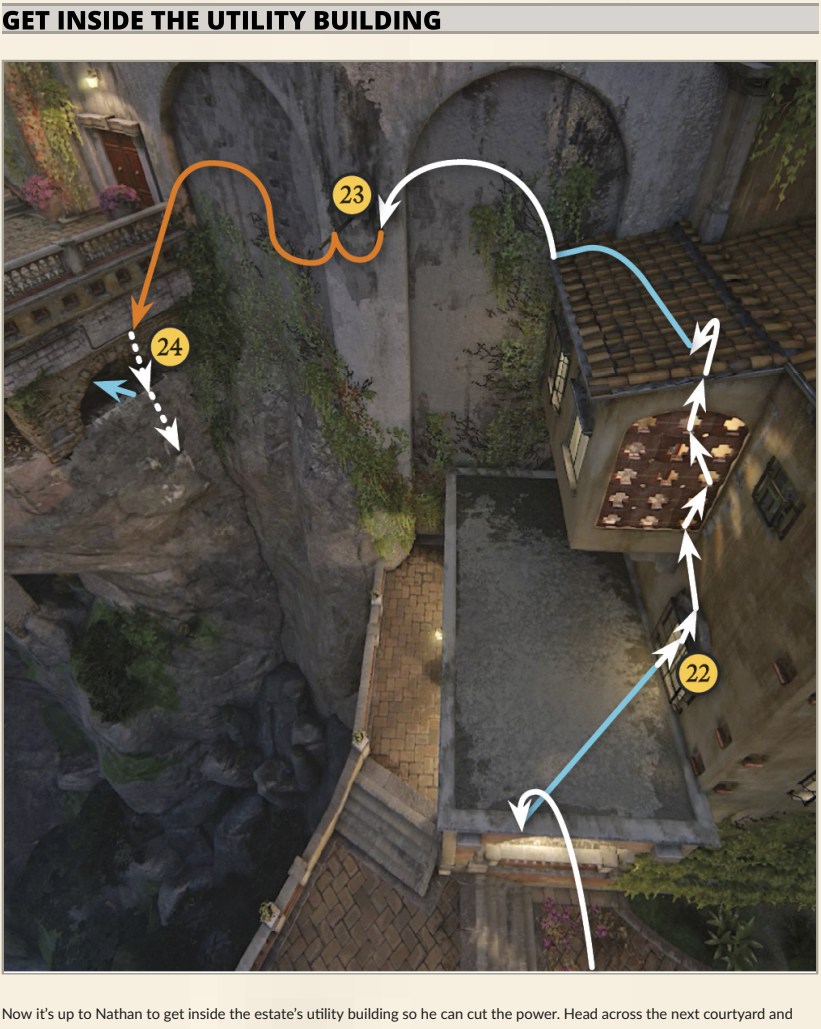


Fig. 6-16. Sam scores a uniform from this guy. Now you're working solo toward the power room.

GET INSIDE THE UTILITY BUILDING



Now it's up to Nathan to get inside the estate's utility building so he can cut the power. Head across the next courtyard and climb the trellis **(20)**. On the next level, turn right, descend the stairs, and climb another trellis to the roof of the arch. Press **L3** to locate the power room door. Leap across to the roof of the gazebo **(21)** in the courtyard center and then take another leap to the next roof.

Use the window **(22)** to reach the decorative wall and climb up its cross-shaped cutouts to the ceramic-tiled roof. Cross the roof then jump to the two poles **(23)** jutting from the wall to swing across to the far platform. This leap triggers a cutscene: When Nathan lands, the pipe breaks **(24)** and he slides down the wall!

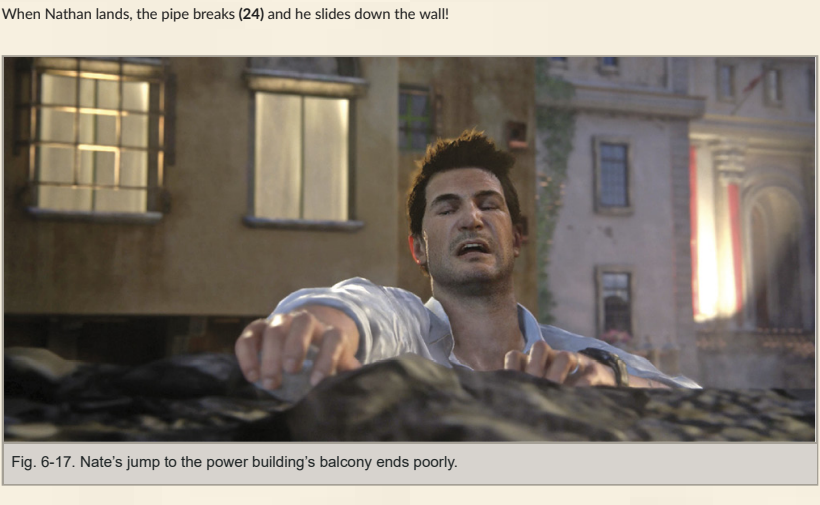


Fig. 6-17. Nate's jump to the power building's balcony ends poorly.

The scene switches to the auction inside. As Sully and Nadine chat, Rafe Adler suddenly joins them. The conversation starts out cordial enough but soon takes a nasty turn. Sully manages to break away from the "power couple" just as bidding begins on Avery's cross. When you return to Nathan, he is just completing the climb back up the cliff face.

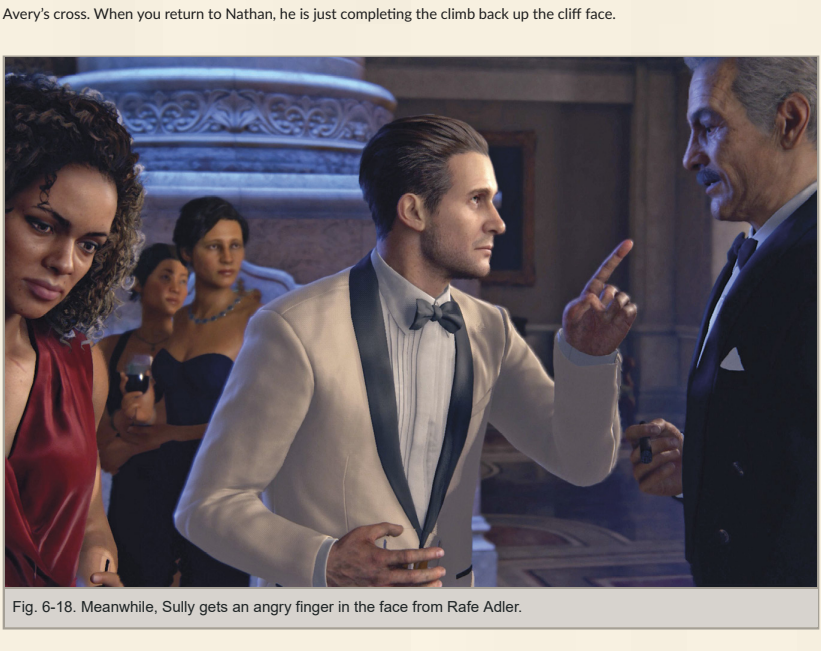
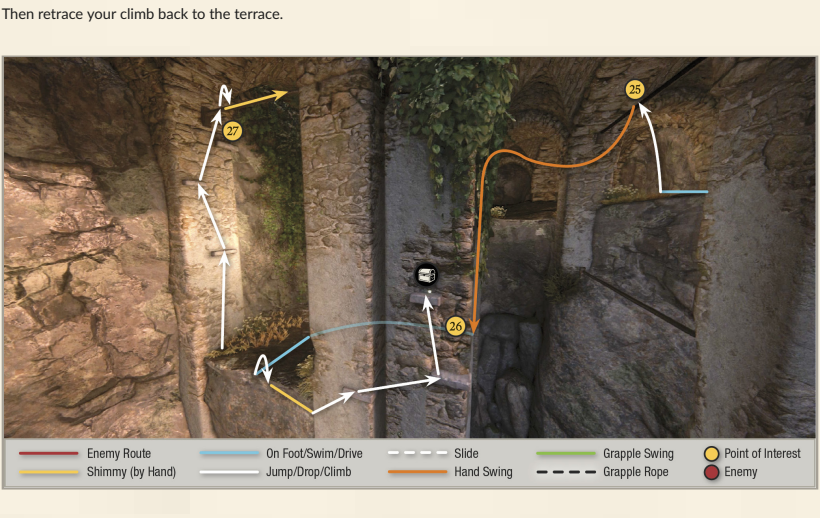
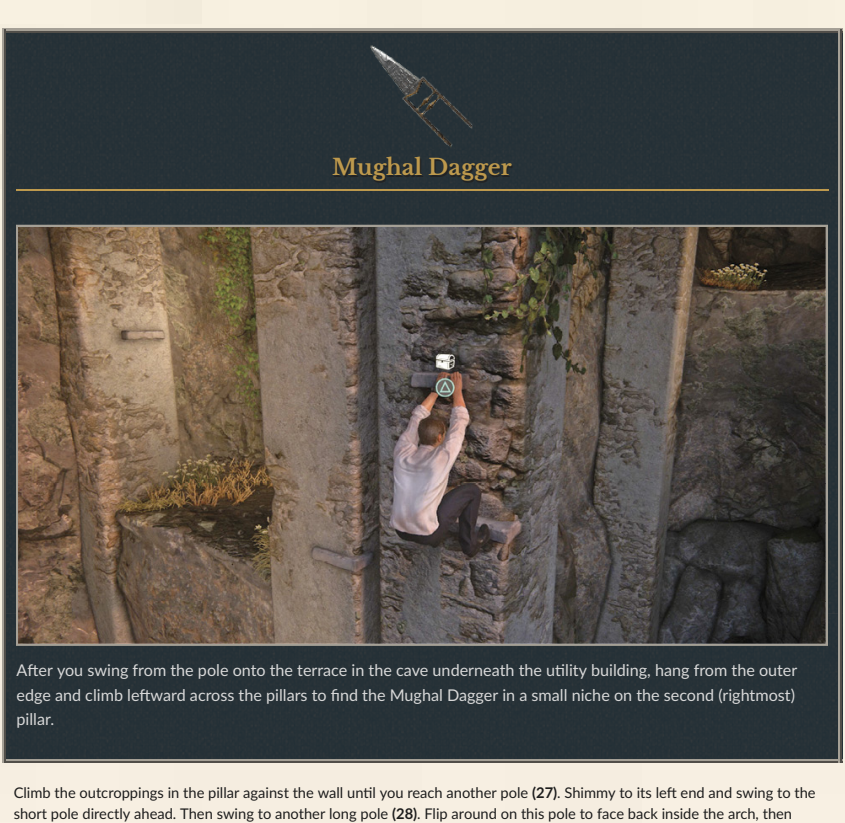


Fig. 6-18. Meanwhile, Sully gets an angry finger in the face from Rafe Adler.

Nathan needs to find a new route to the power room. Move forward to the drop-off and jump to grab the pole **(25)** directly ahead. You make a "drop of faith" by releasing that pole and falling to snag the pole directly beneath it, or you can just swing from the top pole to the terrace **(26)** across the gap. From here you can turn left and find a treasure on the outside of the pillar. Then retrace your climb back to the terrace.

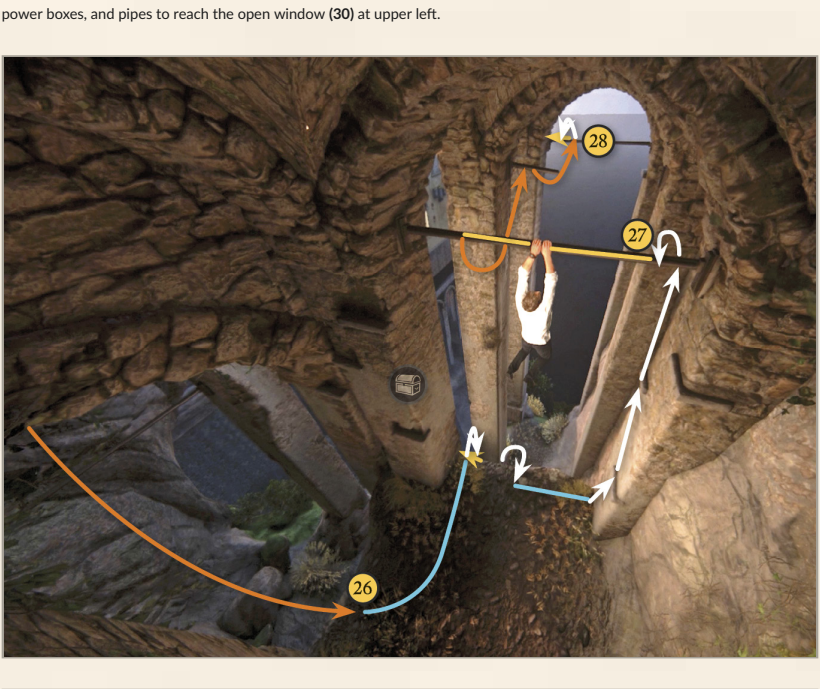


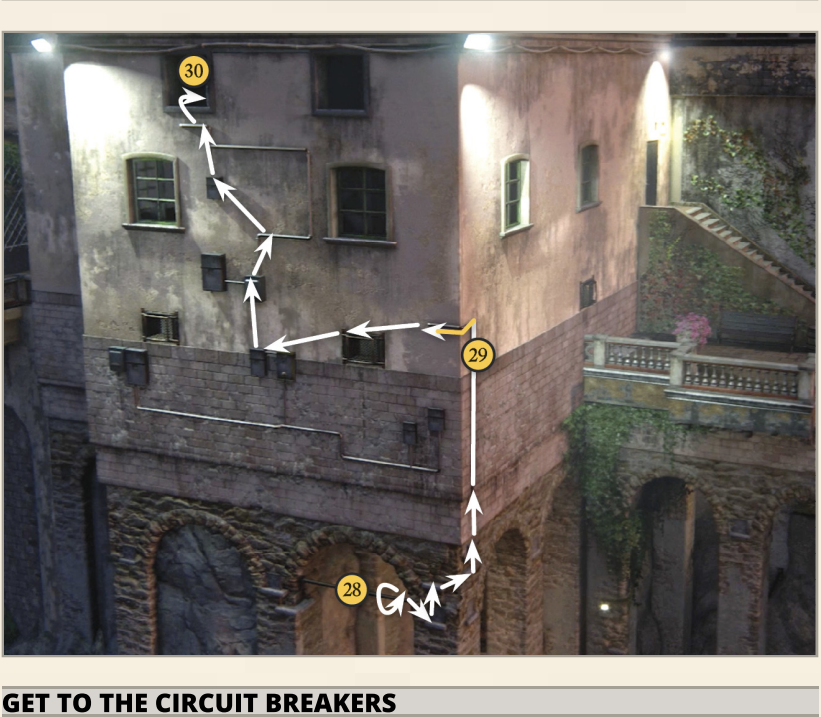
Mughal Dagger



After you swing from the pole onto the terrace in the cave underneath the utility building, hang from the outer edge and climb leftward across the pillars to find the Mughal Dagger in a small niche on the second (rightmost) pillar.

Climb the outcroppings in the pillar against the wall until you reach another pole **(27)**. Shimmy to its left end and swing to the short pole directly ahead. Then swing to another long pole **(28)**. Flip around on this pole to face back inside the arch, then shimmy to your right. Use the handholds on the wall to climb around the corner then up to the top of the vertical pipe **(29)**. Slide leftward on the pipe around the corner. Then follow the route on our climbing map, using various window grates and sills, power boxes, and pipes to reach the open window **(30)** at upper left.





GET TO THE CIRCUIT BREAKERS

Follow the catwalk to the end and drop to the floor. Find the nearby gate where you can see the circuit breakers. Press △ to discover it's locked and to trigger a scene: Nathan finally makes radio contact with Sully and Sam. Avery's cross is about to go up for bidding!

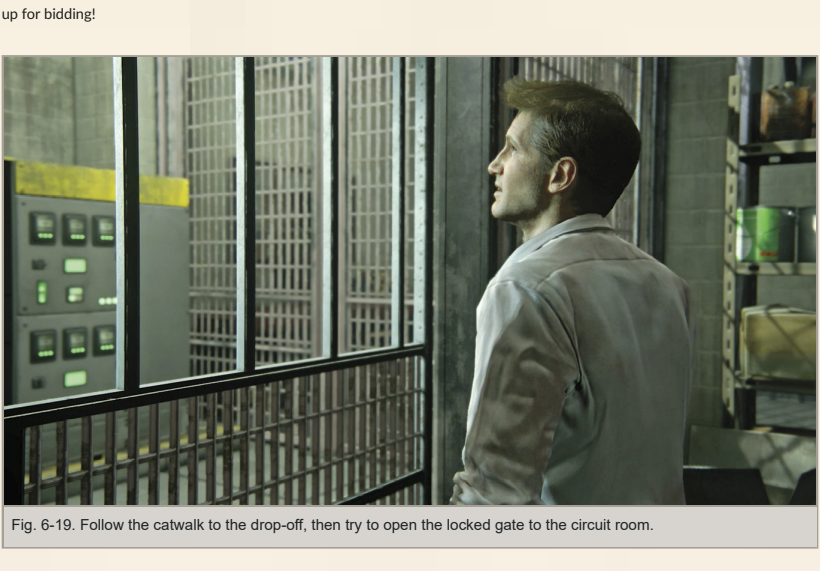


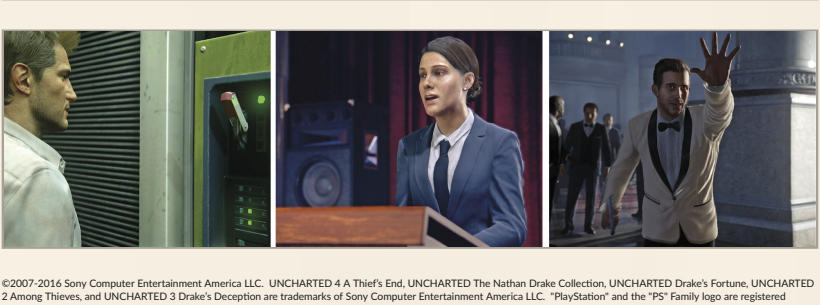
Fig. 6-19. Follow the catwalk to the drop-off, then try to open the locked gate to the circuit room.

Finding The Crowbar

When you're ready to pry open the gate to the circuit room, a number of search points appear. The crowbar is randomly stashed in one of these. Just keep searching until you find it.

Start exploring the marked points in the room, searching through lockers and boxes until you find a crowbar. Go to the locked gate and use the crowbar to open the door. Enter and use the marked circuit box to trigger another cutscene: Bidding for the cross finally ends, and all hell breaks loose. As Sully reports, "We really kicked a hornet's nest down here." Then Sully says he'll bring the getaway car around. Time to escape the villa!

Fig. 6-20. Sam is in place, and Sully does his best to stall Rafe.



Story Walkthrough

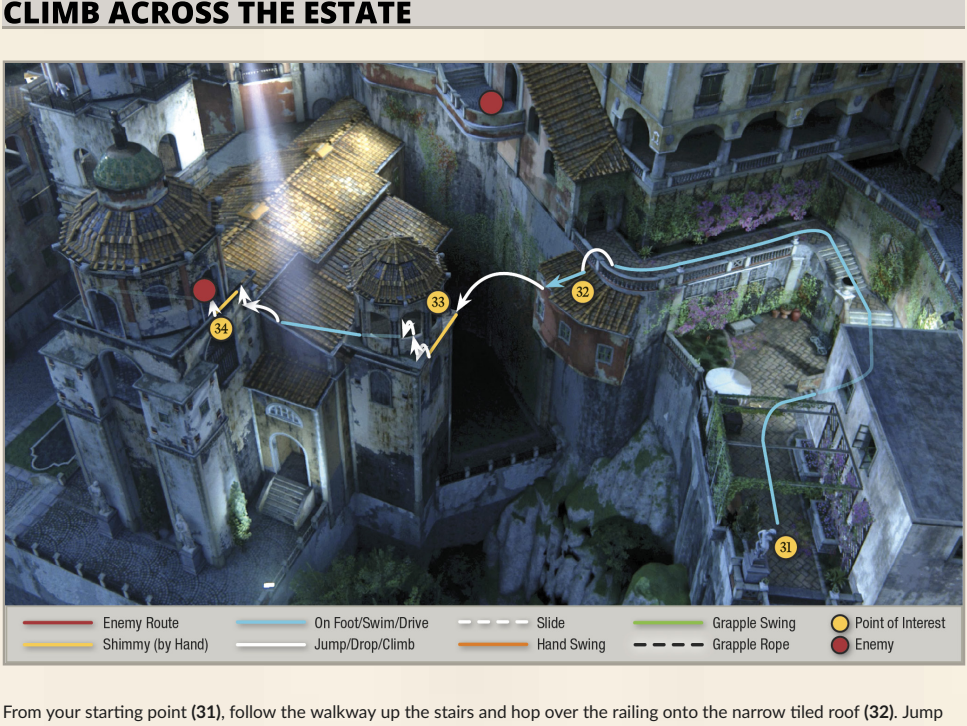
Chapter 7: Lights Out

Get ready for some crazy climbing through the labyrinthine Rossi estate. And a full alert means the place is crawling with heavily armed security. Black marketeers don't take kindly to stealing their precious wares. This chapter introduces stealth concepts and play, so it's a lot of fun.

Collectibles

New Weapons: Fossa R-81, Spezzotti 12 Gauge, XCR (only available here), Condor (Crushing mode only)

CLIMB ACROSS THE ESTATE



From your starting point **(31)**, follow the walkway up the stairs and hop over the railing onto the narrow tiled roof **(32)**. Jump across to the next ledge **(33)**; Nate barely grabs hold. This triggers a quick tutorial on enemy awareness levels. (Be sure to check out the "Enemy Awareness" section under "Stealth" in our Basics chapter.) Advance through it by tapping ⊗, then shimmy to the left and take cover inside the rooftop gazebo. See all the flashlight beams looking for you? You can avoid them if you move carefully.

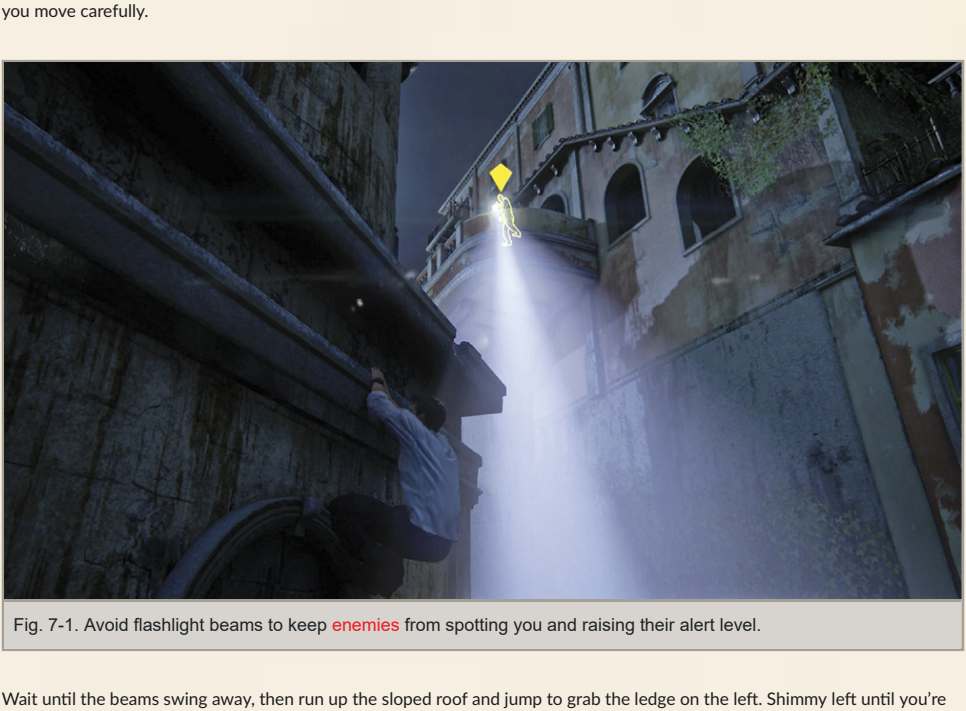


Fig. 7-1. Avoid flashlight beams to keep enemies from spotting you and raising their alert level.

Wait until the beams swing away, then run up the sloped roof and jump to grab the ledge on the left. Shimmy left until you're hanging directly underneath the guard **(34)**. Press ▢ to grab him for a quick stealth takedown! Then climb up into the gazebo.

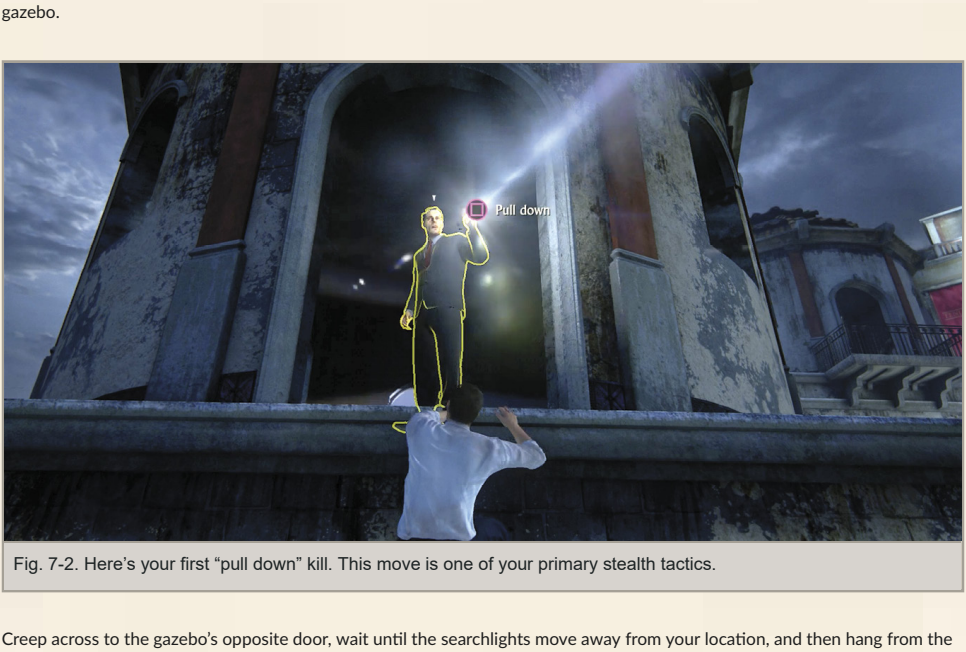
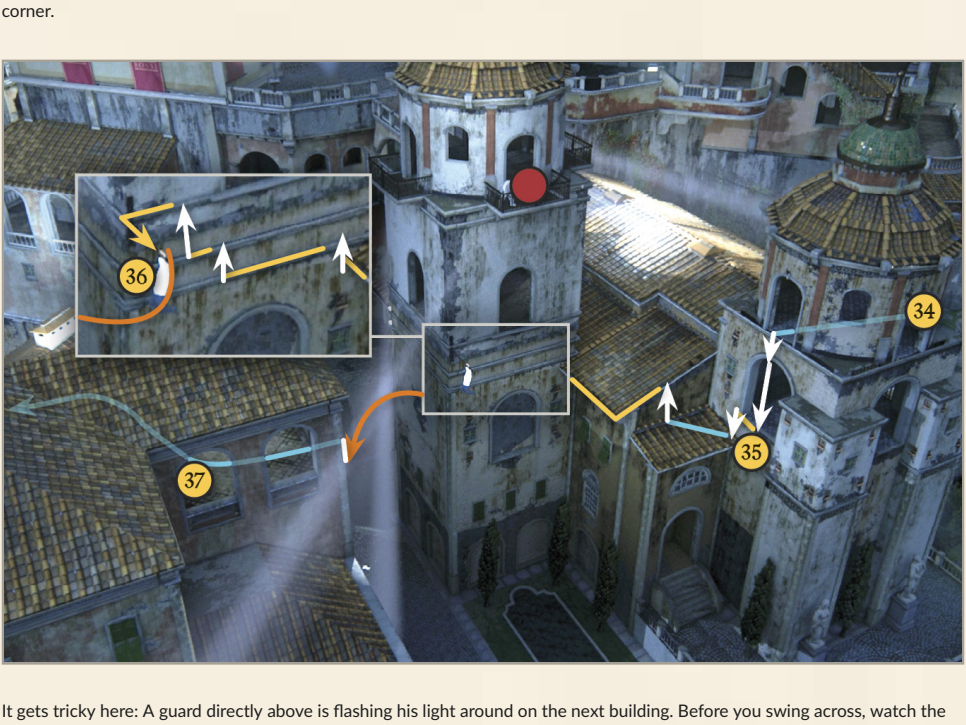


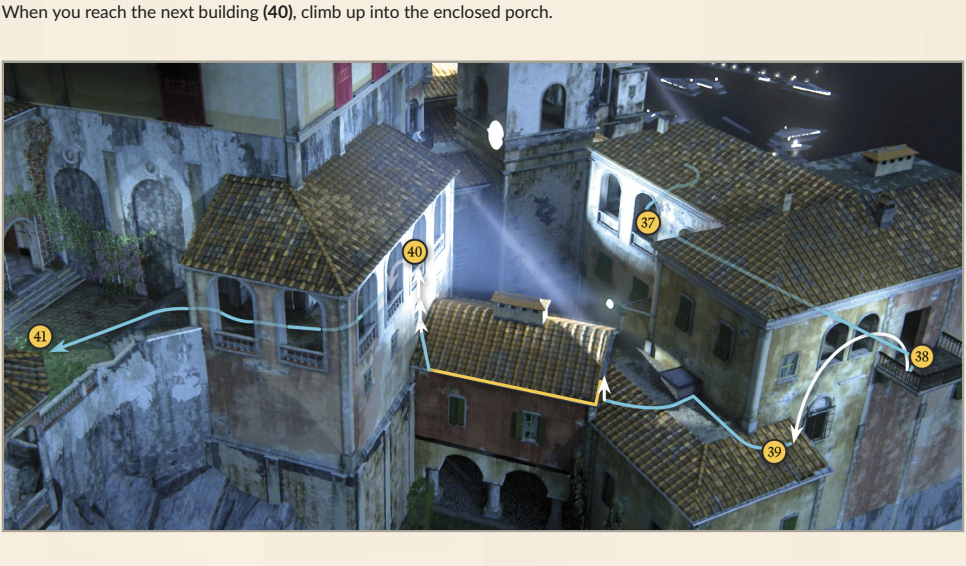
Fig. 7-2. Here's your first "pull down" kill. This move is one of your primary stealth tactics.

Creep across to the gazebo's opposite door, wait until the searchlights move away from your location, and then hang from the ledge and drop to the ledge directly below **(35)**. Hop onto the nearby tiled roof, then grab the ledge of the next roof. Slide around the corner all the way to the next wall. Use the wall handholds to crawl leftward to hang from the pole **(36)** at the next corner.



It gets tricky here: A guard directly above is flashing his light around on the next building. Before you swing across, watch the searchlight pattern for a few seconds. Time your swing for when the searchlight moves off to the left for a few seconds. Hurry! When you leap to the window, pull yourself up quickly and take cover inside so he can't see you!

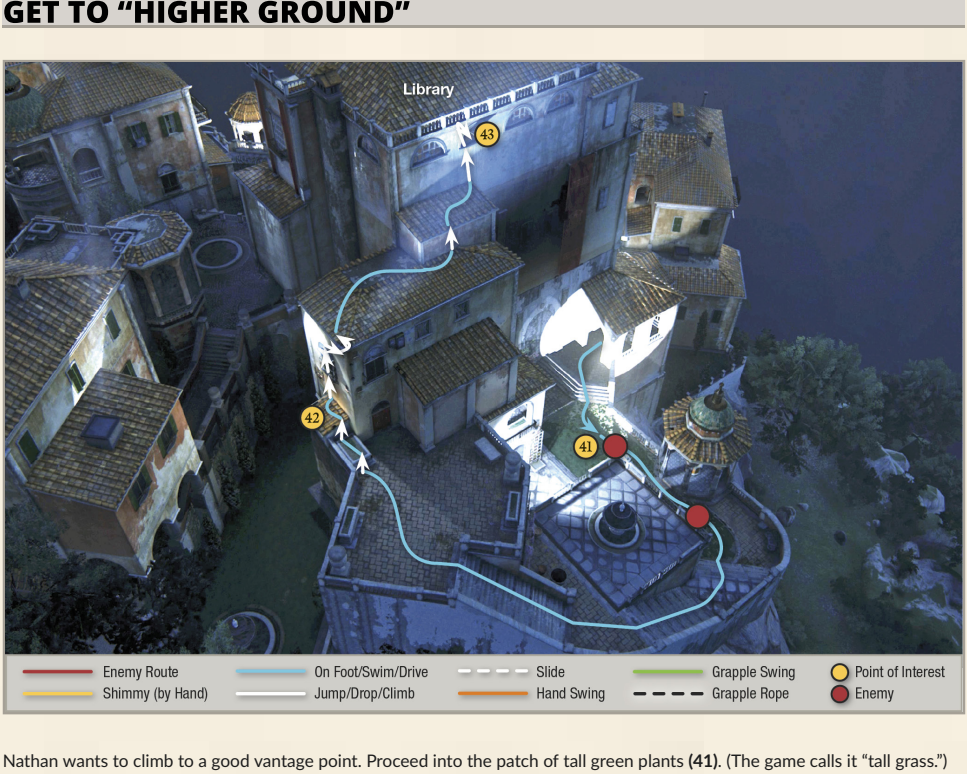
Proceed along the corridor **(37)** to the small balcony **(38)** outside the doorway on the opposite side. Vault over the balcony railing to the next tiled roof **(39)**. Move around the corner and shimmy along the next roof edge, avoiding the flashlight beams. When you reach the next building **(40)**, climb up into the enclosed porch.



Stealth Stuff

To hide in patches of tall grass, just wade in and stop moving. Wait until searching foes get close, then press ▢ to perform a stealth takedown. If you get spotted and their alert level goes to yellow, stay hidden out of enemy eyesight (behind cover or in tall grass) for a few seconds to drop back into stealth mode.

GET TO "HIGHER GROUND"



Nathan wants to climb to a good vantage point. Proceed into the patch of tall green plants **(41)**. (The game calls it "tall grass.") Wait until the nearby guard with a flashlight wades into the grass and approaches your position. Creep up and press ▢ to perform a stealth takedown. Do the same to a second guard who arrives.

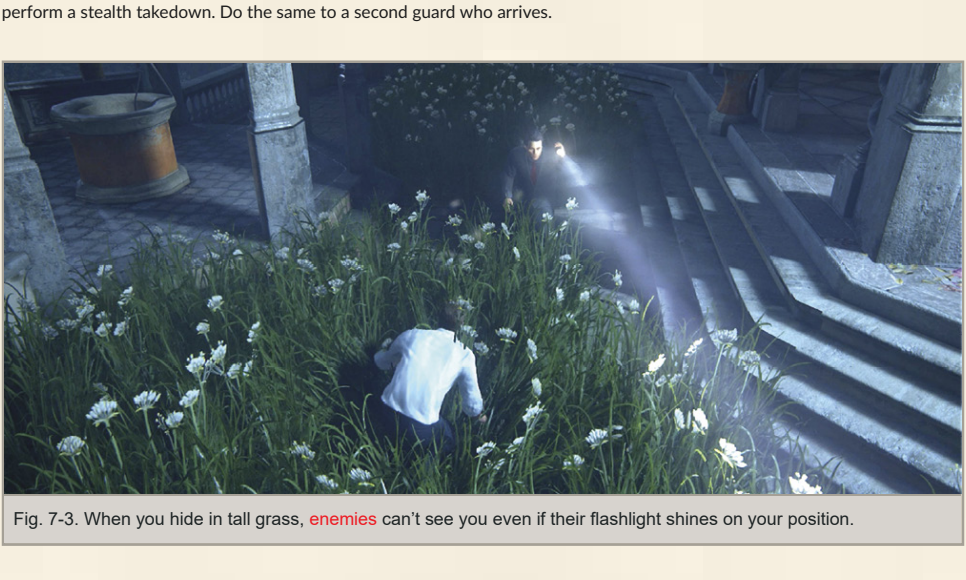


Fig. 7-3. When you hide in tall grass, enemies can't see you even if their flashlight shines on your position.

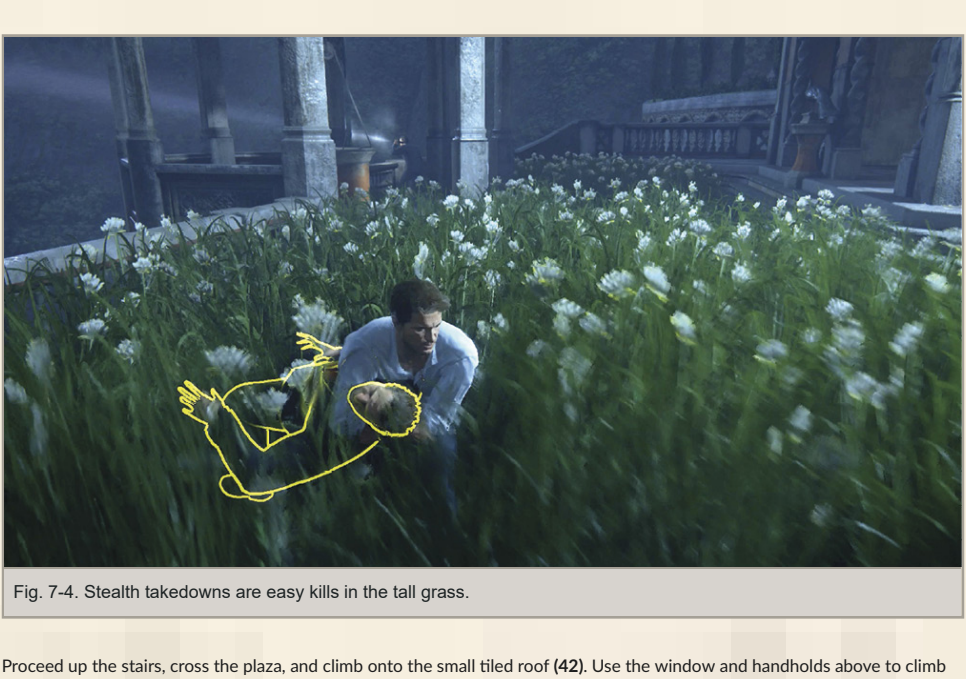


Fig. 7-4. Stealth takedowns are easy kills in the tall grass.

Proceed up the stairs, cross the plaza, and climb onto the small tiled roof **(42)**. Use the window and handholds above to climb to the next rooftop. From here, you can press **L3** to spot the ballroom in the distance; Nate says the driveway (where Sully waits in the getaway car) is right in front of it. Move across the roof and climb the next roof. Then hop up to grab the sill of the open window **(43)** and climb inside. You drop into the estate's library. Try to open the exit door to trigger a cutscene: Nathan runs into Nadine Ross.

Fig. 7-5. Nate meets Nadine in the library.

FIGHT NADINE

After Nadine roughs you up a bit, start fighting back. It won't go well; Nadine is highly skilled in the combat arts. When she pins Nathan against the bookshelf and demands the artifact, you get three response options. Your choice doesn't affect any of the subsequent action, but it's fun to see Nate's full responses:

Be specific. "Do you know how many artifacts I've collected over the years? You're gonna need to be more specific."

It's not yours. "Did you know that all the artifacts here...are *stolen*? They belong in a museum!"

Bargain. "Alright, fine. I have this nice astrolabe back home. I'll give it to you for a fair price."

Of course, none of these replies will mollify Nadine. Keep fighting until she does a scissor-leg takedown of Nate. Now you get three more dialogue choices:

Evict from premises. "You know, you're breaking a lot of expensive stuff in here. If you're not careful they're gonna kick us out of here."

You're not a chiropractor! "Okay, come clean. You're no chiropractor. This technique is really not helping my back."

Stick to smartass. "Well, you know. Being a smartass has gotten me this far in life. Why quit now?"

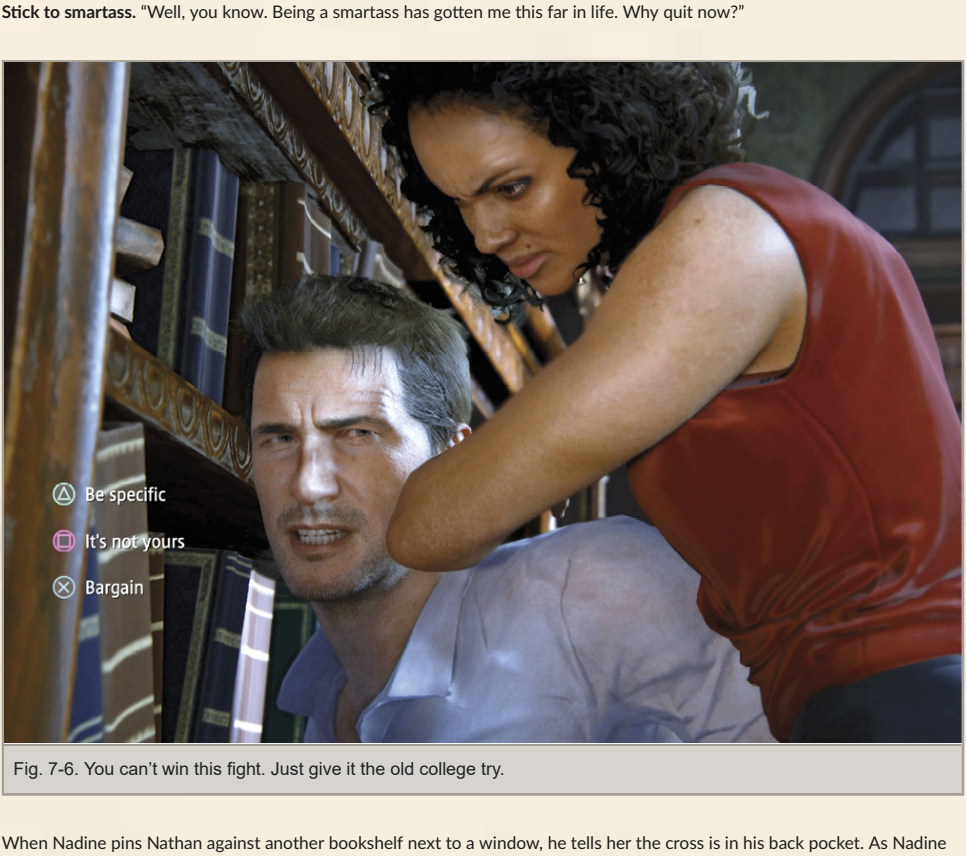


Fig. 7-6. You can't win this fight. Just give it the old college try.

When Nadine pins Nathan against another bookshelf next to a window, he tells her the cross is in his back pocket. As Nadine reaches for it, the ▢ prompt appears onscreen. Press that button to continue the scene. Nate tries to KO Nadine, but she tosses him out the window. Fortunately, he snags a drape on the way out and manages to swing to a pole underneath.

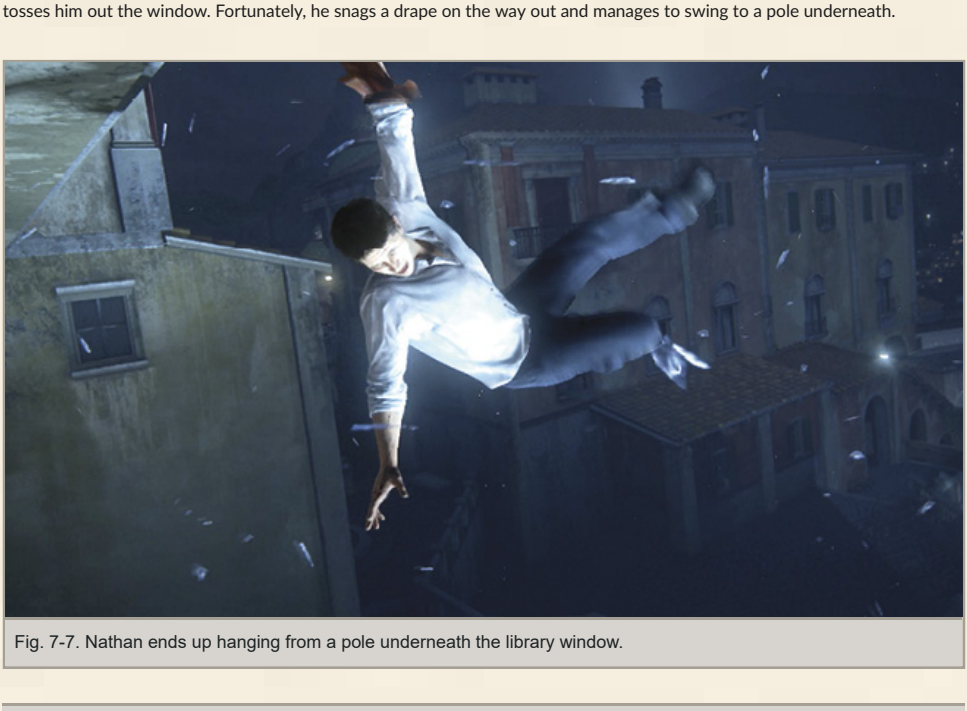
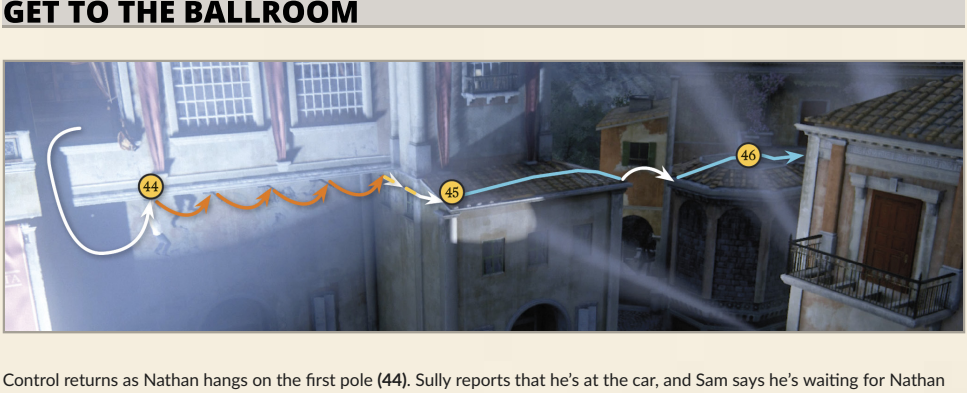
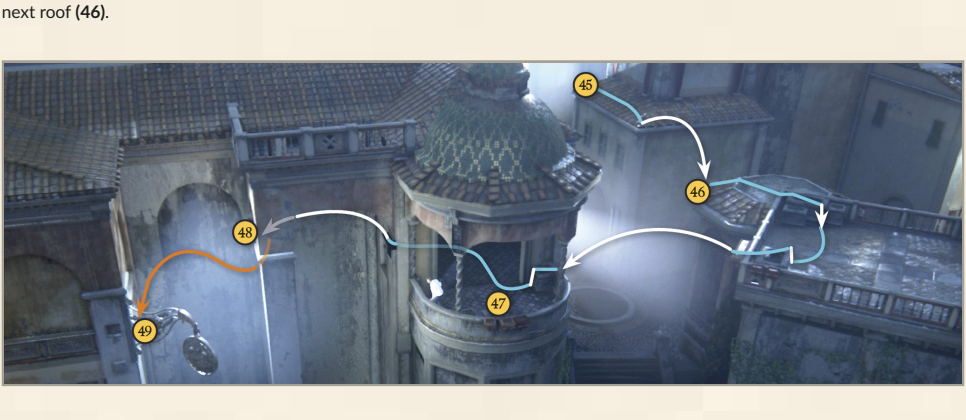


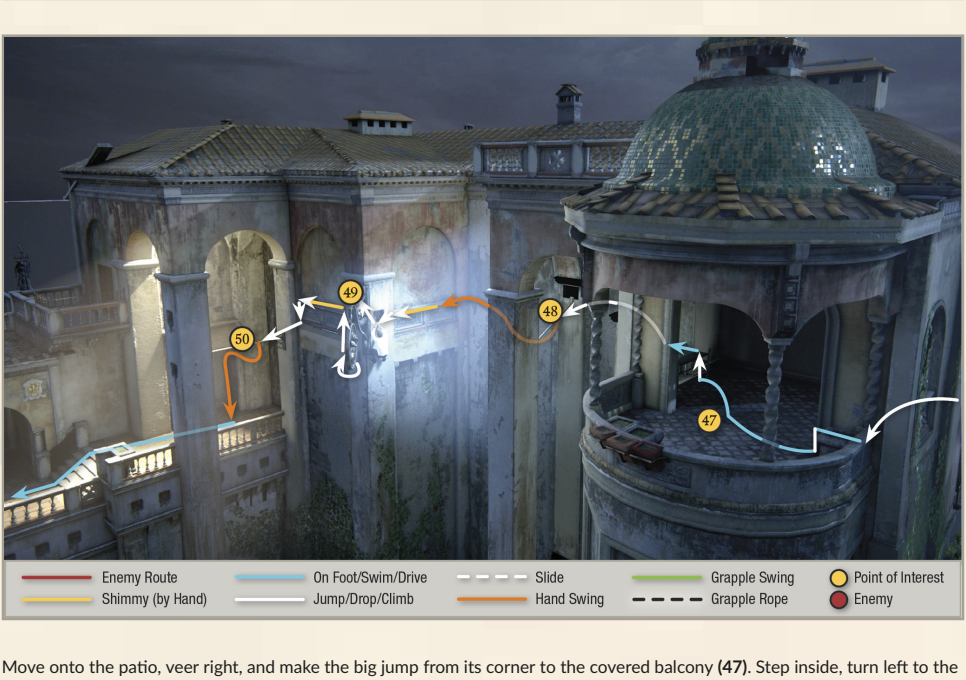
Fig. 7-7. Nathan ends up hanging from a pole underneath the library window.

GET TO THE BALLROOM



Control returns as Nathan hangs on the first pole **(44)**. Sully reports that he's at the car, and Sam says he's waiting for Nathan with a gun at the "round sign thing." Swing across the series of poles, leaping from the last one to the windowsill directly ahead. Climb rightward to the next window then onto the narrow tiled roof **(45)**. Run along the roof and leap across the gap to the next roof **(46)**.





Move onto the patio, veer right, and make the big jump from its corner to the covered balcony **(47)**. Step inside, turn left to the window, and jump out to the pole **(48)**, which nearly breaks off. Swing from the dangling pole to the wall; Nathan barely snags a narrow ledge. Climb leftward until you can grab the strut of the hanging decorative sign at the corner **(49)**.

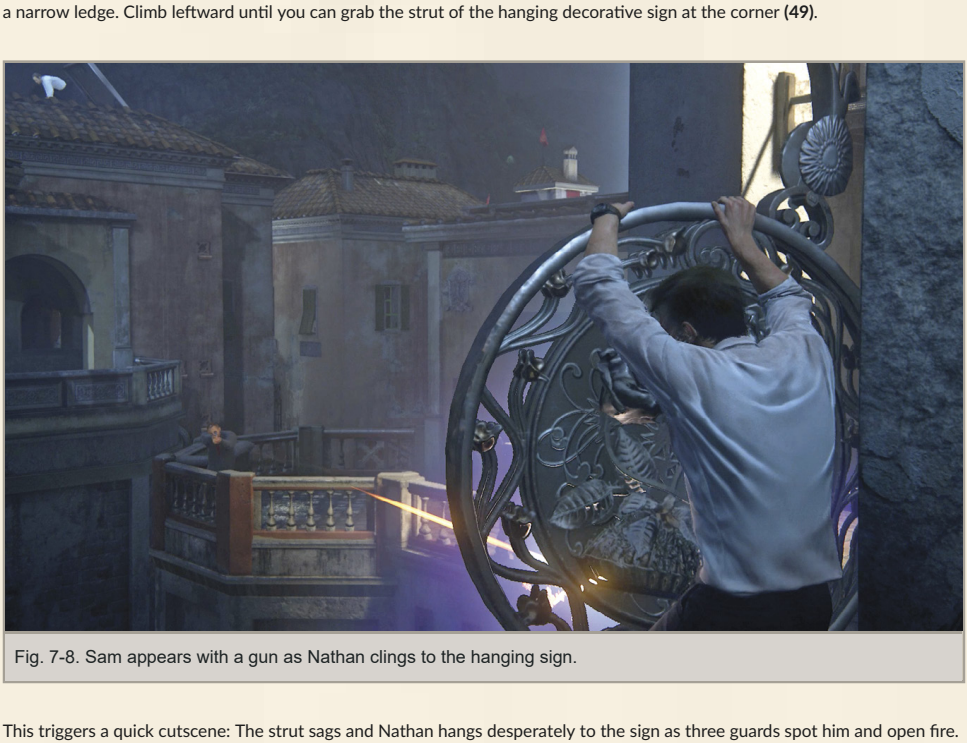


Fig. 7-8. Sam appears with a gun as Nathan clings to the hanging sign.

This triggers a quick cutscene: The strut sags and Nathan hangs desperately to the sign as three guards spot him and open fire. Fortunately, the metal plate shields Nathan from incoming bullets. Meanwhile, Sam suddenly pops through a hatch onto the opposite rooftop and guns down one guard. Then he tosses a pistol to Nathan—quite an amazing throw and catch.

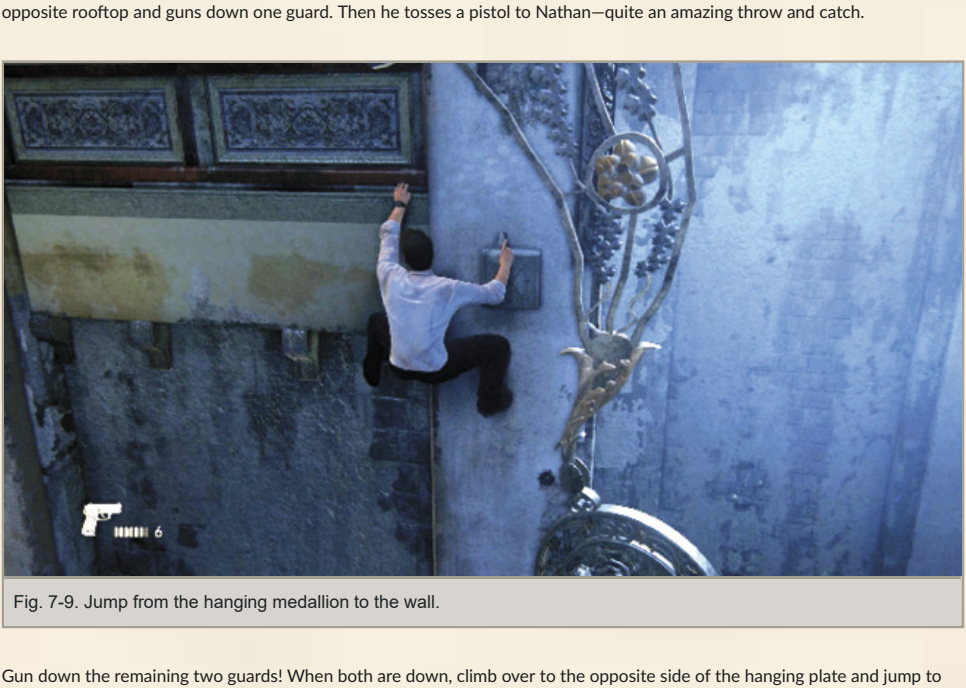


Fig. 7-9. Jump from the hanging medallion to the wall.

Gun down the remaining two guards! When both are down, climb over to the opposite side of the hanging plate and jump to grab the handhold on the wall *(see Fig. 7-9)*. Climb leftward to the pole **(50)** then swing to the balcony. This is where the guards you just gunned down are lying.

PROCEED WITH STEALTH!

Here, a good move is to immediately take cover behind the nearby planter **(51)**, pick up dropped ammo, and observe the two guards on the opposite side. The tactical situation here is similar to many that you'll encounter in the game. You can always choose to fight your way forward with guns blazing. But often, as here, you can rely more on stealthy movement and silent takedowns to advance. So this is a good place to walk through slowly and examine the options available.

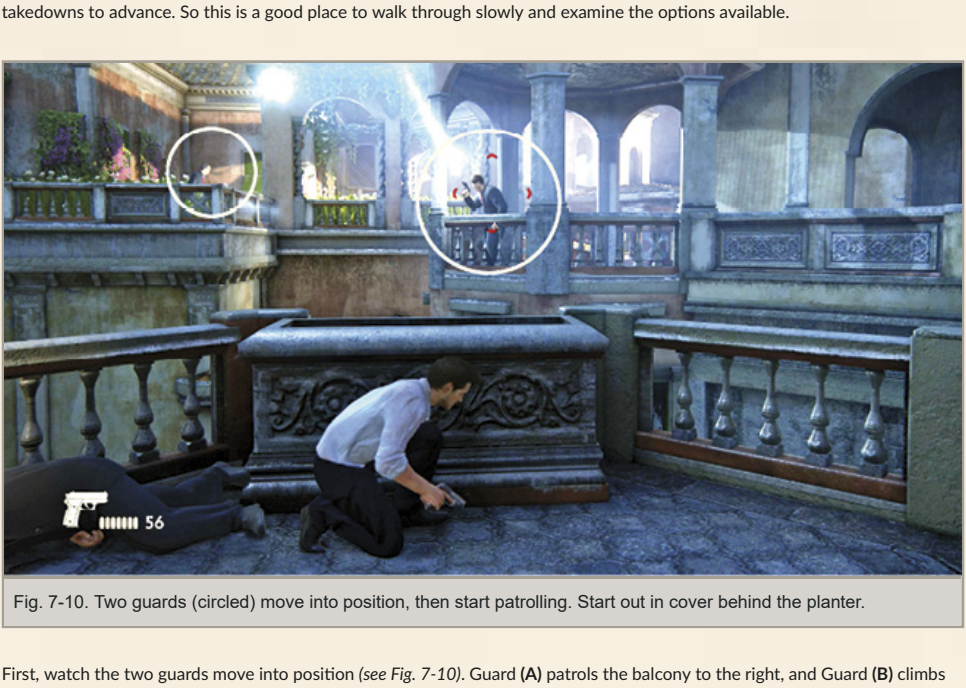
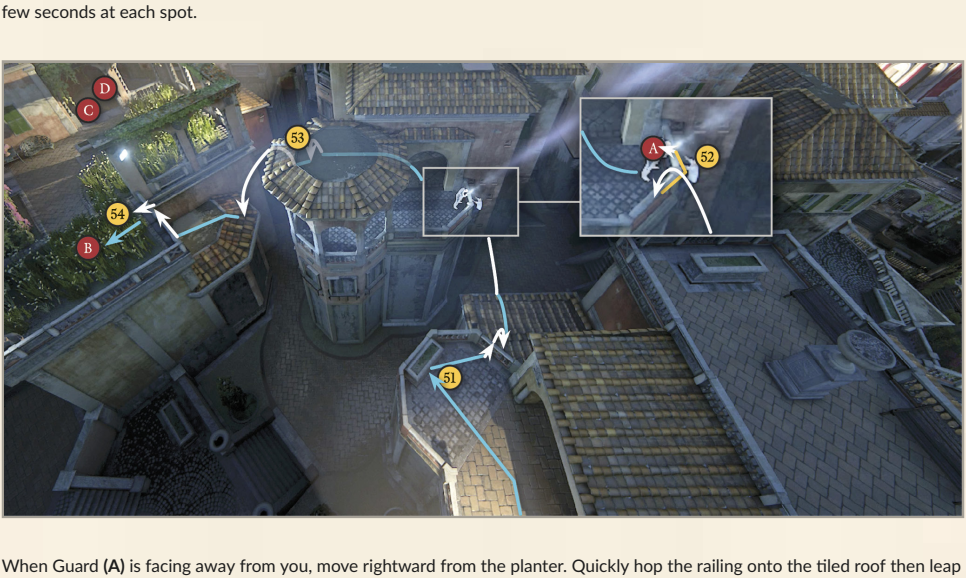


Fig. 7-10. Two guards (circled) move into position, then start patrolling. Start out in cover behind the planter.

First, watch the two guards move into position *(see Fig. 7-10)*. Guard **(A)** patrols the balcony to the right, and Guard **(B)** climbs up to patrol the tall-grass garden to the left. Each goon patrols by moving back and forth between two spots, standing still for a few seconds at each spot.



When Guard **(A)** is facing away from you, move rightward from the planter. Quickly hop the railing onto the tiled roof then leap across to grab the railing on the opposite side **(52)**. You can try to pull yourself onto the balcony and take down Guard **(A)** stealthily from behind, but it's risky—he might turn around before you reach him or the other guard might see you do this. A safer move is to just hang from the railing until Guard **(A)** turns around and patrols down the dark hallway to your right. After he passes, pull yourself up and creep behind him for a stealth takedown. Or you can just wait until he comes back and stands near the railing where you hang. Then you can press ▢ and pull him over the railing.

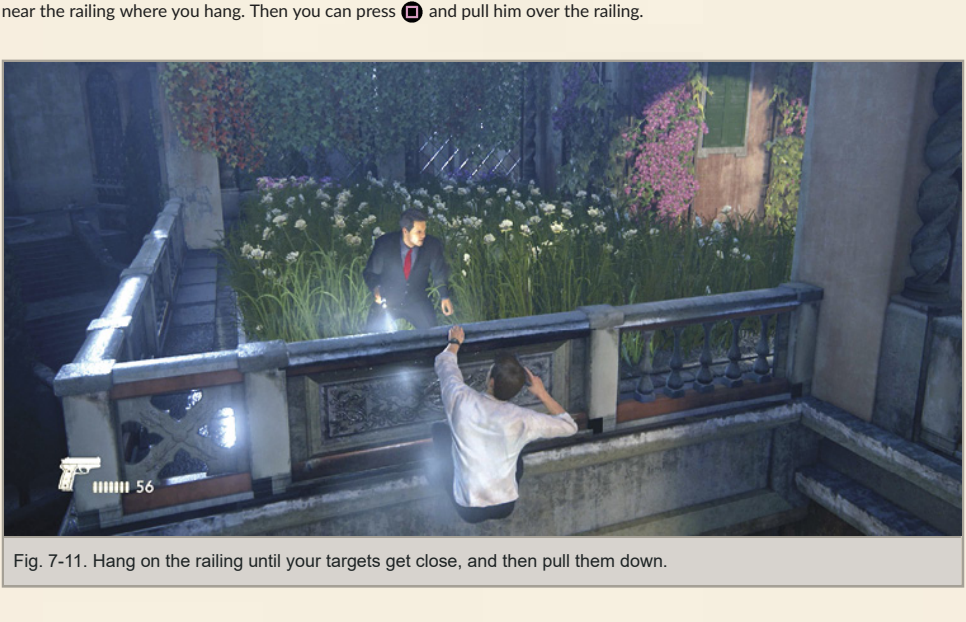
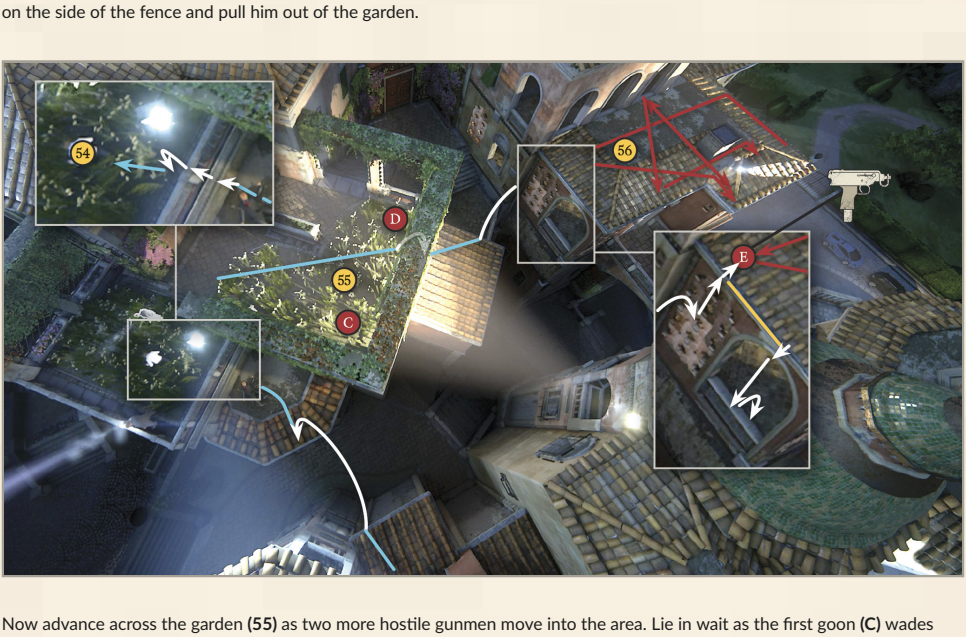


Fig. 7-11. Hang on the railing until your targets get close, and then pull them down.

Nathan's Arm-Raise

Remember that Nathan raises his arm when a target gets within range for a stealth pull-down move.

Next, go to the window in the back room **(53)** and wait until Guard **(B)** over on the garden terrace patrols away from you. Quickly jump across the gap to the tiled roof and then climb up to grab the garden railing and pull yourself over into hiding in the tall grass **(54)**. He may detect movement and go to yellow status, but you can still get a stealth takedown, or you can hang on the side of the fence and pull him out of the garden.



Now advance across the garden **(55)** as two more hostile gunmen move into the area. Lie in wait as the first goon **(C)** wades through the grass to the railing; you can take him down without his partner **(D)** noticing. Then creep up behind the other guy and eliminate him too.

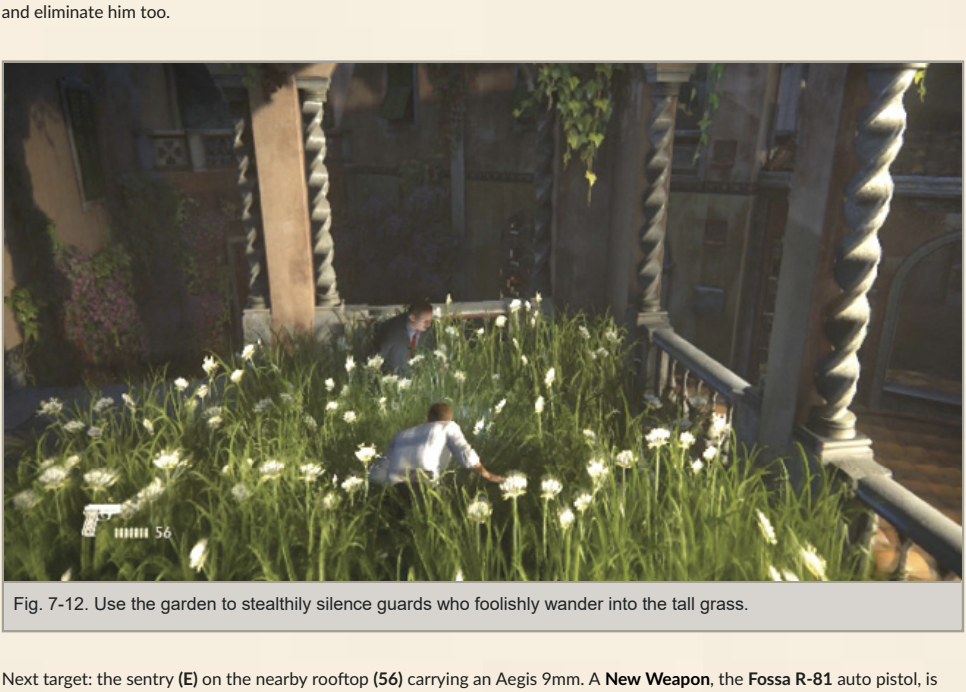


Fig. 7-12. Use the garden to stealthily silence guards who foolishly wander into the tall grass.

Next target: the sentry **(E)** on the nearby rooftop **(56)** carrying an Aegis 9mm. A **New Weapon**, the **Fossa R-81** auto pistol, is behind him on the roof. When he turns and moves away from you, hop out of the tall grass onto the tiled roof and then leap across to the decorative wall under the roof where the sentry is patrolling. Hang on the roof's edge and wait until the guard **(E)** returns, then pull him down. Quickly drop down and enter the room directly below you.

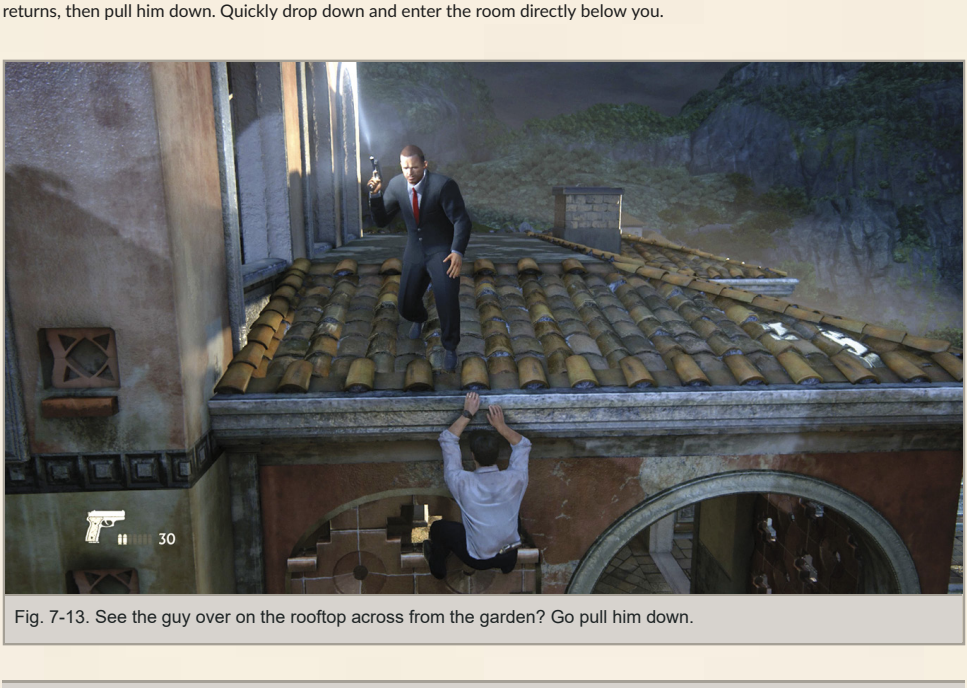
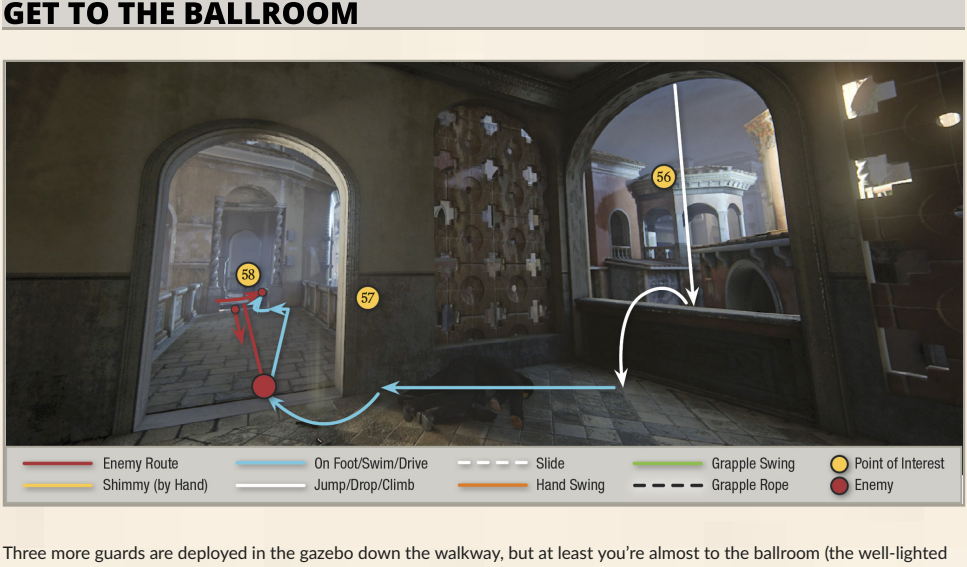


Fig. 7-13. See the guy over on the rooftop across from the garden? Go pull him down.

GET TO THE BALLROOM



Three more guards are deployed in the gazebo down the walkway, but at least you're almost to the ballroom (the well-lighted building with all the red flags). Take cover beside the doorway **(57)** and wait. Two guards will come down the walkway to you, one at a time. When the first guard reaches the doorway, your stealth attack slams him into the wall. In a moment, a second guard makes the same approach. Use the same move to eliminate him too. The third guard stays inside the gazebo; wait until he turns away, then hustle down the walkway for a stealth takedown **(58)**.

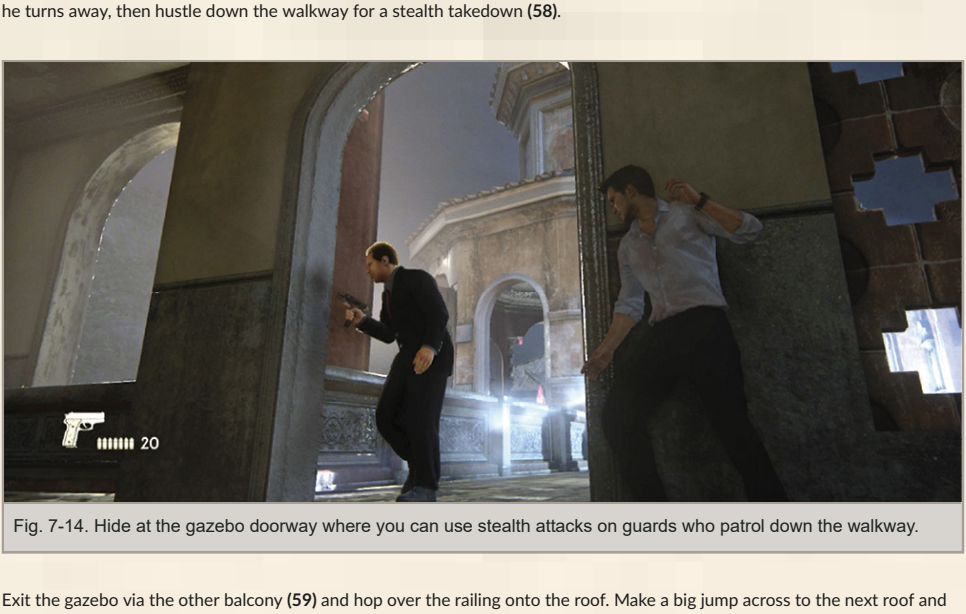


Fig. 7-14. Hide at the gazebo doorway where you can use stealth attacks on guards who patrol down the walkway.

Exit the gazebo via the other balcony **(59)** and hop over the railing onto the roof. Make a big jump across to the next roof and then proceed over the low wall **(60)** near the red door. (The red door is closed and locked, but it will open shortly to create an alternate route up to your next destination.) Only one more area must be traversed before you can rejoin Sam in the ballroom.

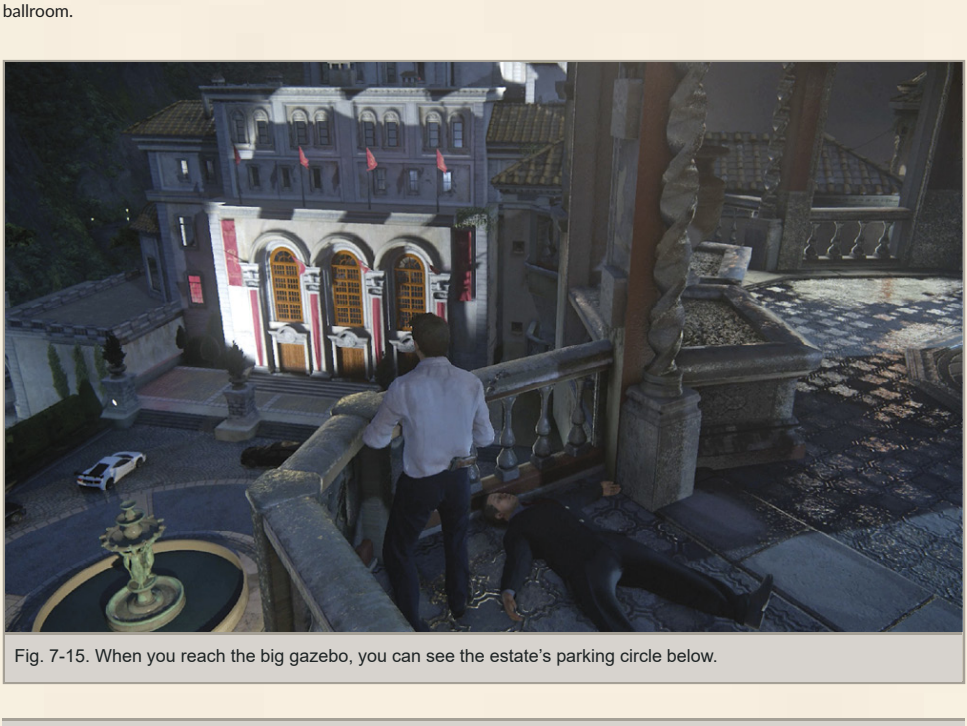
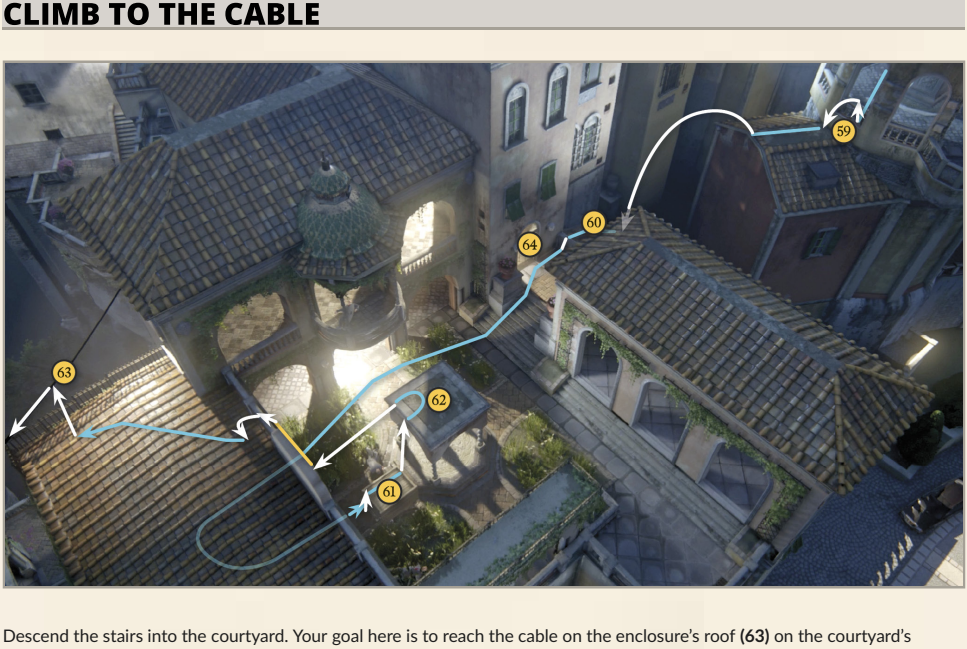


Fig. 7-15. When you reach the big gazebo, you can see the estate's parking circle below.

CLIMB TO THE CABLE



Descend the stairs into the courtyard. Your goal here is to reach the cable on the enclosure's roof **(63)** on the courtyard's opposite side. There are three ways to do this:

- Push the wooden wagon **(61)** forward a few feet until it's directly under the edge of the enclosure's roof. Jump from the wagon and grab the roof's edge, then shimmy until you can climb onto the roof.
- Push the wooden wagon toward the gazebo. Jump from the wagon onto the gazebo roof **(62)**, and then jump across to grab the edge of the enclosure's roof. Shimmy until you can climb onto the roof.
- Start fighting the guards that emerge from the red door **(64)** when you start pushing the wagon. The goons leave the door open! You can run through the door, head upstairs, and then hop through the window out onto the enclosure's roof.

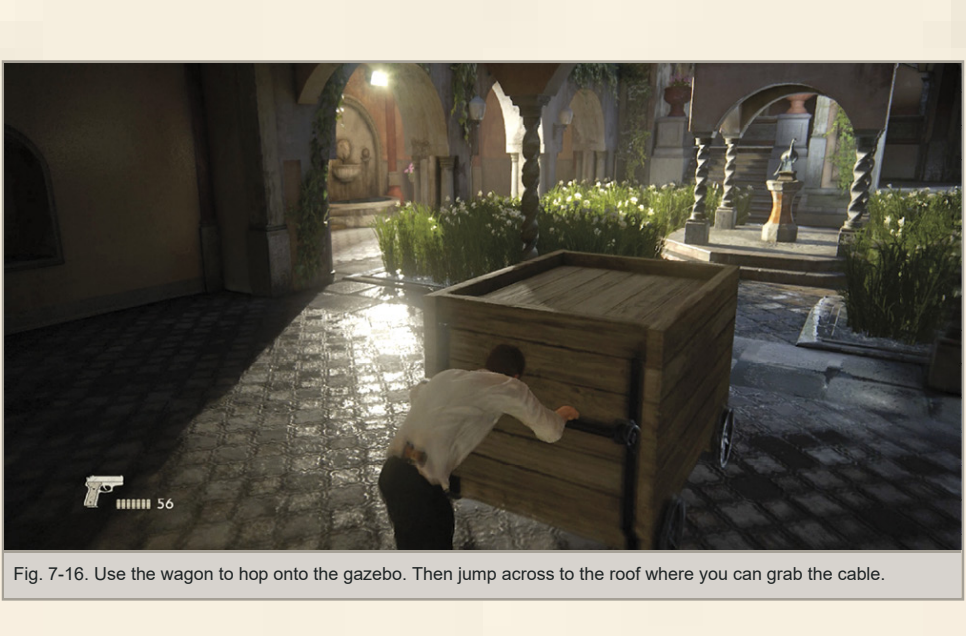


Fig. 7-16. Use the wagon to hop onto the gazebo. Then jump across to the roof where you can grab the cable.

Wagon-Triggered Door

The moment you start pushing the wagon in the courtyard, the nearby red door opens and armed guards begin to emerge! Once opened, this doorway offers an alternate route up to the roof.

WATCH FOR GRENADES!

You face your first grenade-tossing foes in the courtyard. When an enemy tosses a grenade at you, a red grenade icon appears onscreen with an arrow that points to the grenade's location. Immediately roll away and run in the opposite direction or dive into cover!

If you get into a gunfight, be aware of two things. First, some of these thugs will toss grenades at you. Be ready to take evasive action. Second, some gunmen will deploy into the courtyard where you can use the tall grass to take them down stealthily, one by one. But if you get spotted, shooters up on walkways overlooking the courtyard will open fire too.

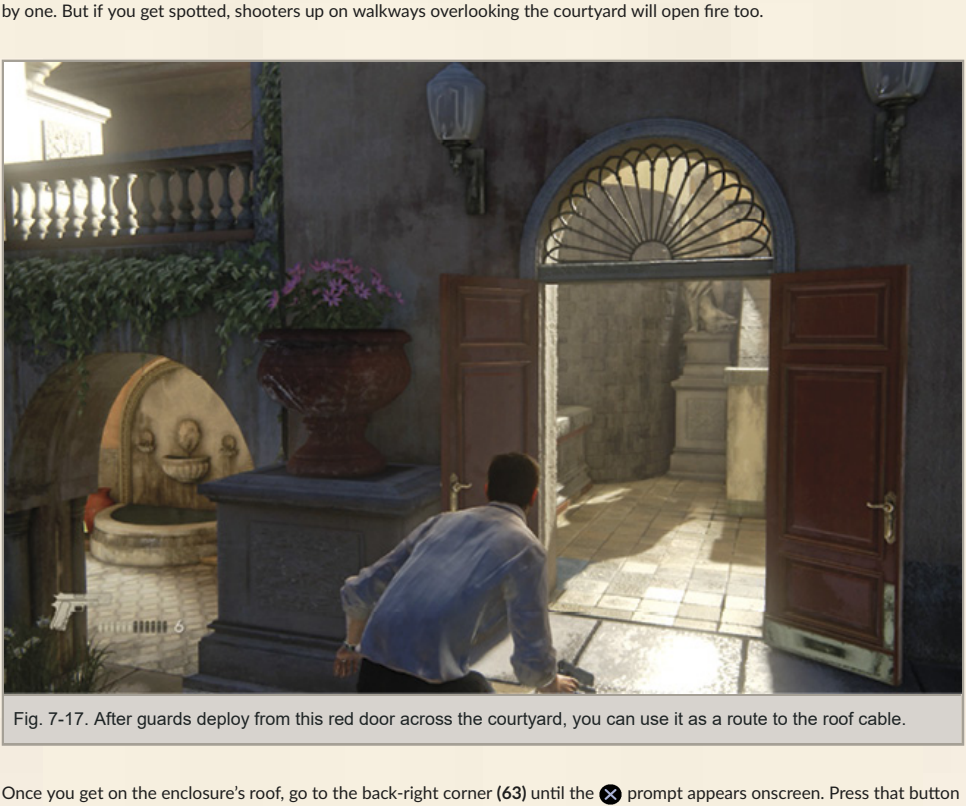


Fig. 7-17. After guards deploy from this red door across the courtyard, you can use it as a route to the roof cable.

Once you get on the enclosure's roof, go to the back-right corner **(63)** until the ⊗ prompt appears onscreen. Press that button to jump up and grab the cable, which acts as a zipline straight to the ballroom! Watch the cutscene as Nathan rides it down and crashes through a window into the ballroom, where Sam is engaged in a furious gun battle with private security forces.

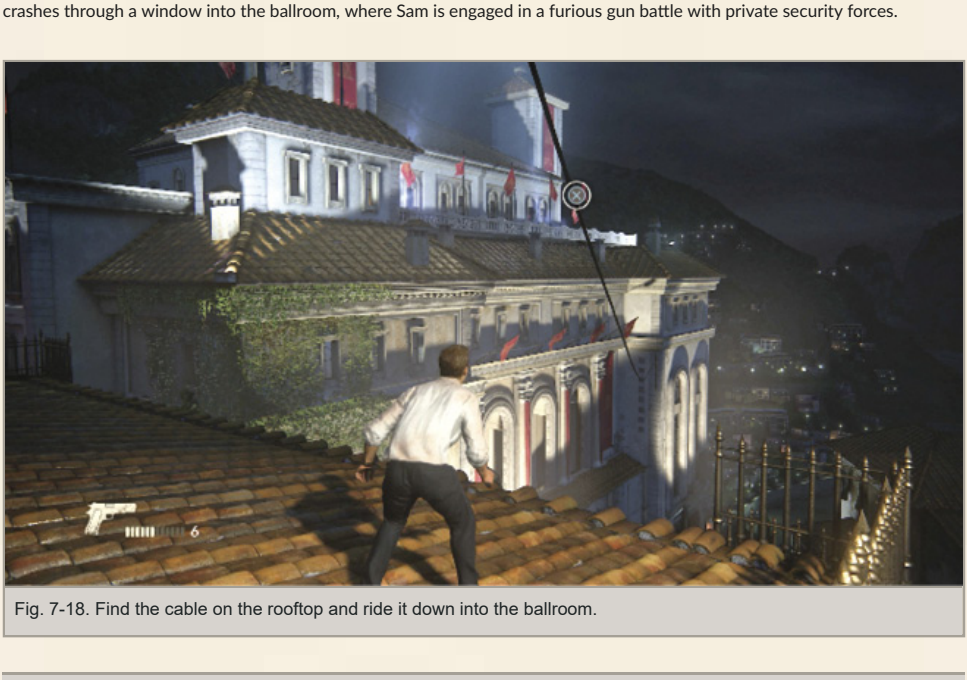


Fig. 7-18. Find the cable on the rooftop and ride it down into the ballroom.

FIGHT THROUGH THE BALLROOM

You begin behind a wooden table that gets shattered by gunfire. If you cover here long enough, a guard carrying a **New Weapon**, the **Spezzotti 12 Gauge** shotgun, wrestles with Sam and he calls you over to help tag team this guy to the ground. Hustle next to Sam behind the massive marble pillar for better cover. (Over the radio, Sully tells you to meet him outside, just past the big fountain.) Then turn left and make a run toward the corner room *(see Fig. 7-19)*, gunning down the shooter in its window as you approach. Jump inside and take cover underneath the opposite window.

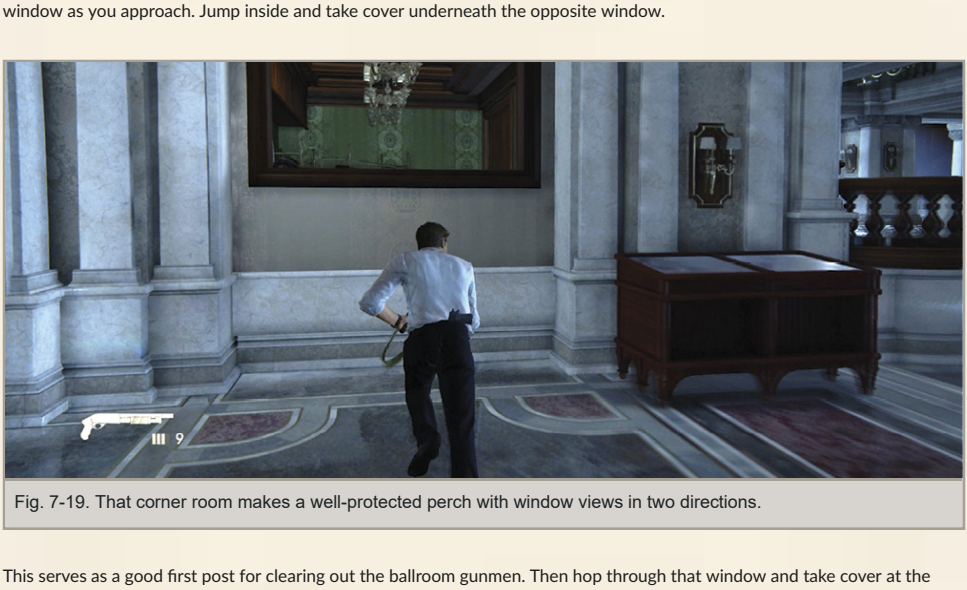


Fig. 7-19. That corner room makes a well-protected perch with window views in two directions.

This serves as a good first post for clearing out the ballroom gunmen. Then hop through that window and take cover at the bannister overlooking the wet bar just below. Notice that most of the guards in this battle are equipped with the **New Weapon**, **XCR** (a basic assault rifle). This is the only place they exist in the game. We suggest using one. Watch out for a cluster of guards near the bar area. You can also hop down behind the bar, which provides great cover too. When the ballroom is finally clear, follow Sam to the exit door. Get ready for more combat!

Trophy: I Accidentally All The Guns

If you're wondering why we keep calling out new weapons, it's because you get a trophy for firing all the weapons in the game. The machine gun the guards are using in this final battle are XCRs. This is the only place in the game where you will find one of these weapons. Shoot one. You don't even have to kill anyone with it. Just fire it to have it count toward the trophy. There is also a **New Weapon**, the **Condor**, being carried in with the second wave of enemies in Crushing mode only.

FIGHT TO THE GETAWAY CAR

One last security unit has deployed outside the front doors **(64)**. Use the doorway for cover as you target gunmen out on the porch, and then fight your way down the staircase to the fountain area. Move from statue to statue, and watch out for shooters trying to flank you.

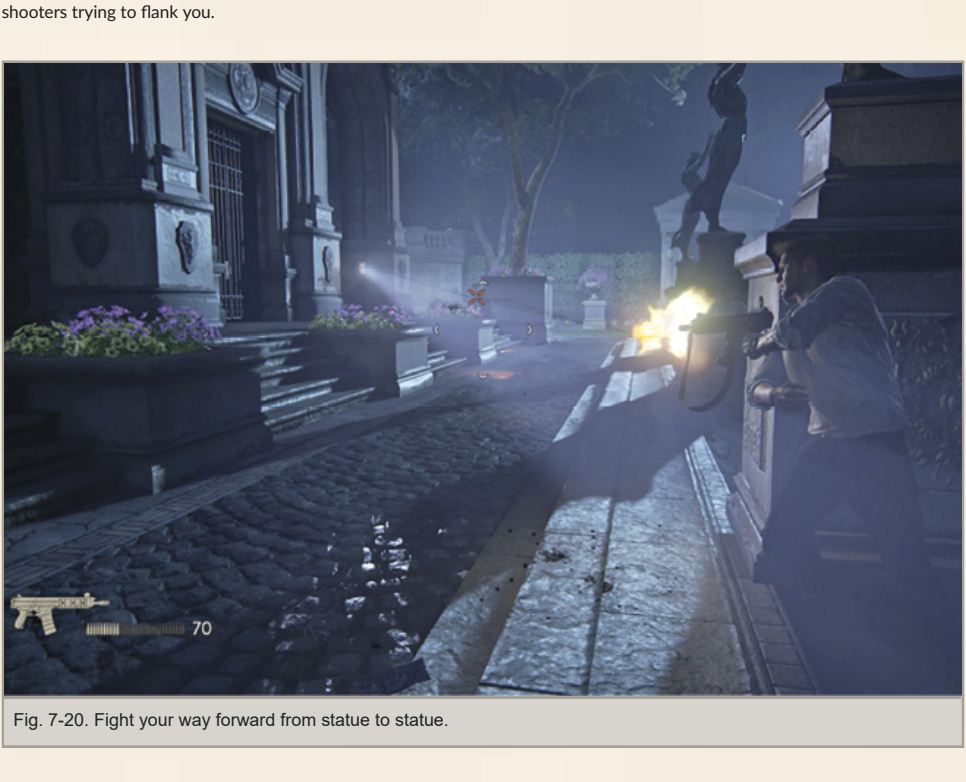


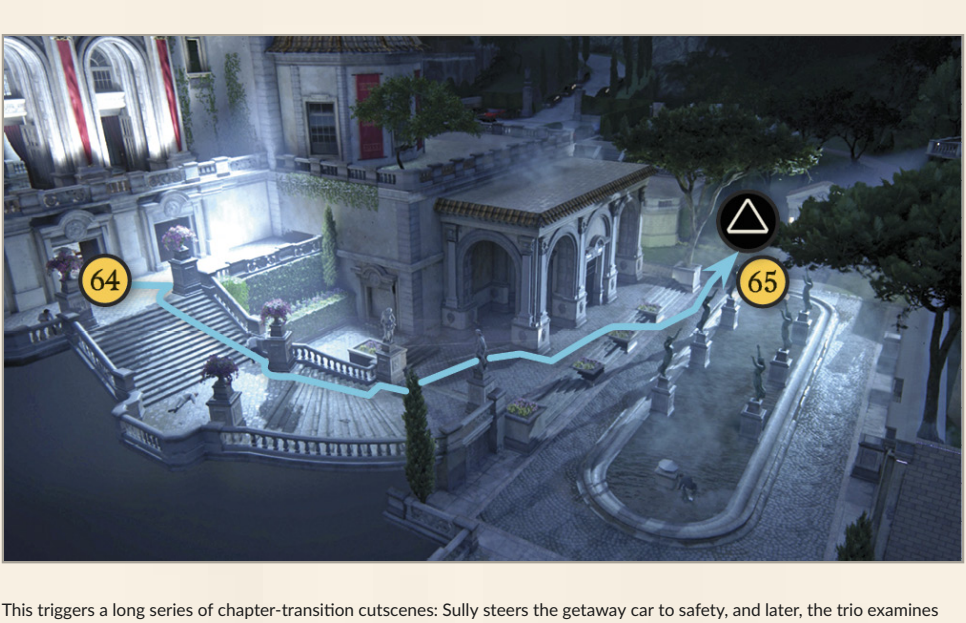
Fig. 7-20. Fight your way forward from statue to statue.

CRUSHING SNIPER

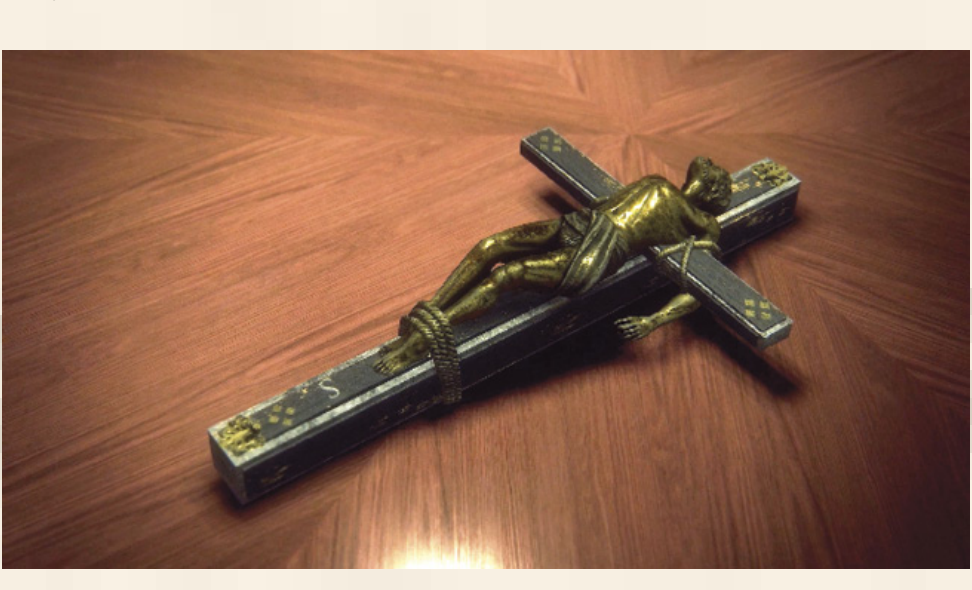
When playing on Crushing, a Sniper is on the terrace at the end of the garden.

When you get about halfway down the fountain, a white car suddenly smashes through the hedge wall next to the exit gate and starts honking. That's Sully! Pick off a few more shooters to lessen the gauntlet's intensity. Then sprint and roll to the car's open rear door **(65)** and press △ to dive inside. Tip: You don't have to defeat every enemy in the area to escape. Once the car has arrived, you can make your getaway if you just get close enough to trigger the button icon and push it without expiring.

Fig. 7-21. Make a beeline for that open door and hit △ fast.



This triggers a long series of chapter-transition cutscenes: Sully steers the getaway car to safety, and later, the trio examines the object of the whole affair. Looks like the clues point back to Scotland, after all.



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PRIMA GAMES

UNCHARTED 4
A Thief's End™

Story Walkthrough

Chapter 8: The Grave of Henry Avery

Sam and Nathan Drake arrive in the rugged Scottish coastal hills near St. Dismas Cathedral, where Rafe Adler's demolition crews are making a mess of the ancient grounds with the help of Nadine Ross's mercenary army. Your destination is the cemetery in the old monks' dormitory compound. Sully waits for the Drake brothers in his seaplane just off the coast.

Collectibles

Treasures: 11

Trophies: “Jot This Down,” “Take a Note,” and “Ghost in the Cemetery”

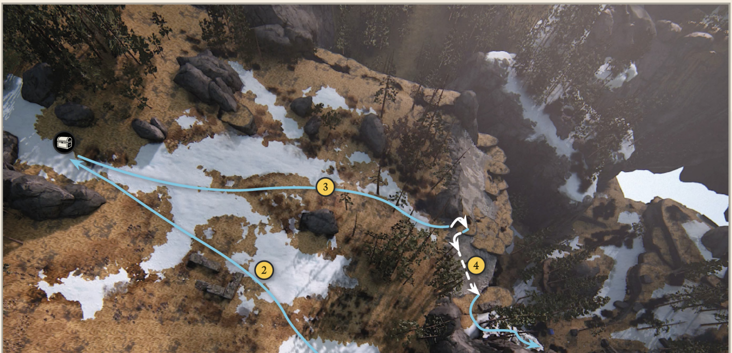
Optional Conversations: 2

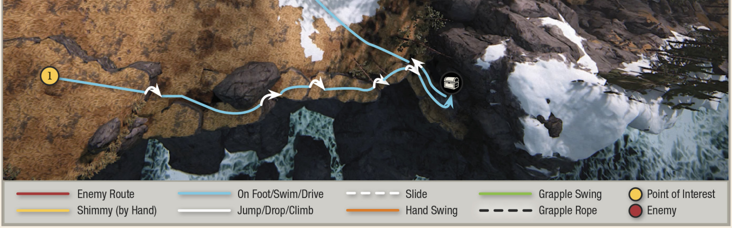
Journal Notes: 1

Journal Entries: 2

New Weapons: Dynamite, Ak-47, Mettler M-30, Propane Tank, Barok .44, Turret (Crushing Only), Flintlock, Pistole

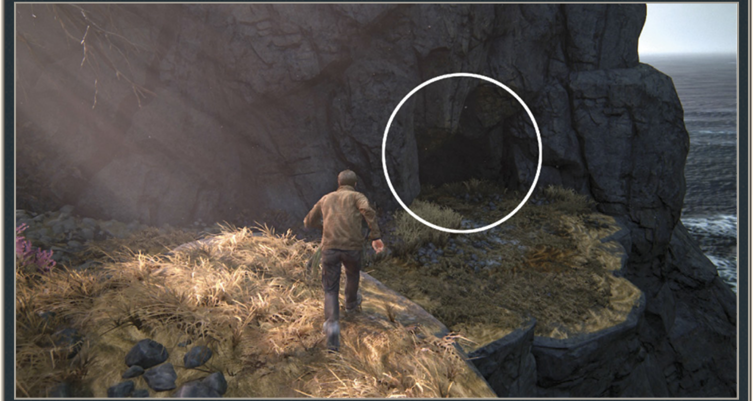
FIND A WAY TO THE CEMETERY





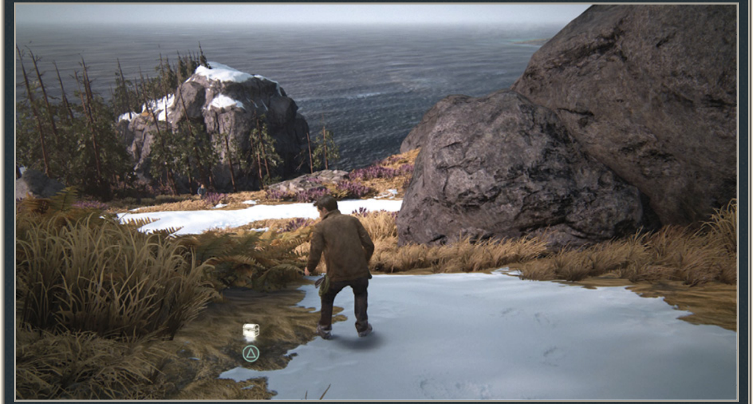
From the start **(1)** you could just follow Sam across the hillside and down the slope. But our route takes you to two treasures, so start by moving along the edge of the sea cliff to one treasure in a cave, and then follow the snowpack uphill **(2)** to a second treasure.

Bronze Boar



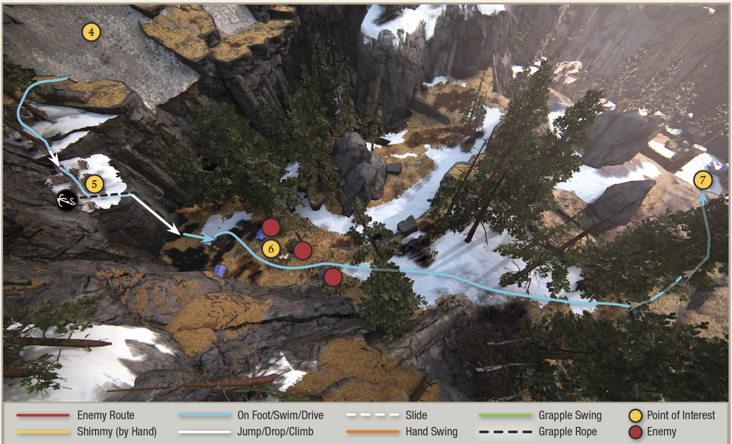
From the start, turn right and follow the cliff on your right, hopping down terraces until you reach a cave. Find the Bronze Boar inside.

Redware and Silver Jug Flask



In the start area, follow the snowpack uphill to the big rock formations. Look for the Redware and Silver Jug Flask on the ground at the edge of the snow where the grass begins.

Now head downhill, veering slightly left **(3)** until you reach the rockslide **(4)**. Leap onto the slide at its highest point and steer hard to the right, aiming toward the rock wall on the slide's far side. Jump when you reach the wall, then pull yourself up.



Hop down the rocky terraces until you reach the tree stump **(5)** with rope tied around it. Press **L1** to attach your grapple hook to the stump, and then step off the cliff and rappel to the ground. Watch the short scene as the brothers discover a Shoreline supply dump filled with excavation equipment…and mercenaries suddenly open fire! Dive behind the nearby stack and pick off the three attackers **(6)**.

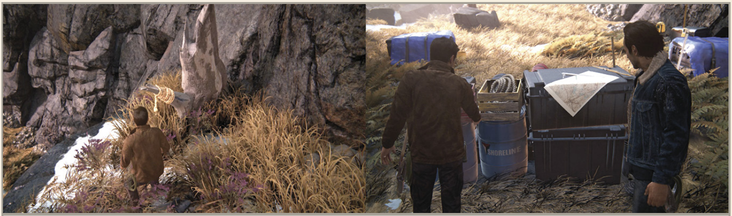
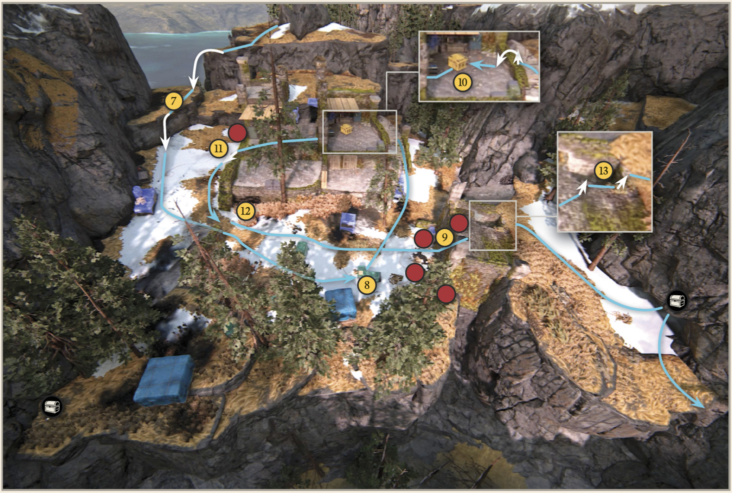


Fig. 8-1. Find the tree stump and use your grapple hook to rappel down to this Shoreline supply cache.

After the fight, proceed to the perimeter of a mercenary camp **(7)** set amongst the ruins of an ancient Scottish outpost.

GET PAST THE MERCENARY CAMP



You can find a treasure on the camp's right side. Then examine the **New Weapon**, a box of **Dynamite(8)**, on the green supply pallet to take a stick. Toss it at the nearby wooden doors **(9)** to blast them open. Grab some more dynamite to fill your projectile weapon slots, and then enter the storeroom to see a big hole in the ceiling. To advance any further toward the cemetery you must get through that hole.

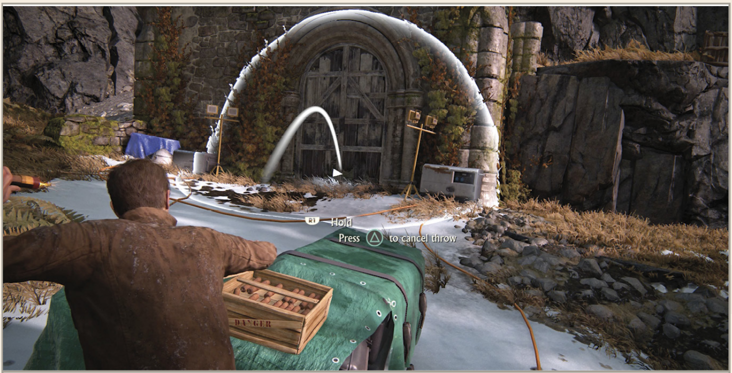
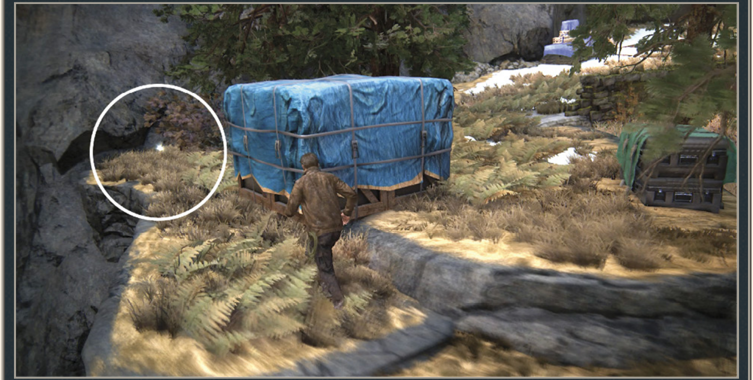


Fig. 8-2. Find the dynamite and toss it at the old doors ahead.

Tossing Dynamite

Once you have dynamite in your inventory, quick-toss a stick by pressing R1. Or you can hold R1 to see the throwing arc and adjust it using the right controller stick. Toss the dynamite by releasing R1. You can also hold **L2** for weapon aim and throw with R1 for a fast, precise, and distant throw with no throwing arc animation. To cancel the throw, press △.

Carved Wood Kashkul



Move along the rock wall on the rightmost edge of the outpost and look behind the supply stack covered with a blue tarp. You'll find the Carved Wood Kashkul on the ground near the tree.

FIND A WAY THROUGH THE CEILING HOLE

Exit the structure, turn right, and work your way uphill through the camp until you reach a stone terrace with a yellow rolling cart **(10)**. This cart will make a nice climbing platform for climbing through the ceiling. But first you need to do some work to get it downhill to the storeroom.

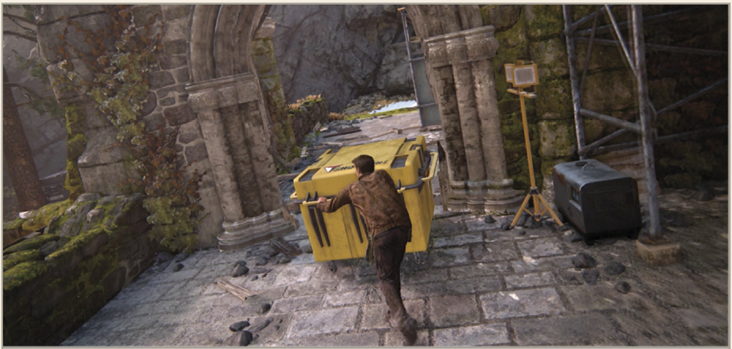


Fig. 8-3. After you blast the door open with dynamite, push the yellow cart downhill.

Toss a stick of dynamite at the door behind the rolling cart to blast it open. Grab the cart and push it through the doorway. Keep pushing until the cart drops off the low ledge **(11)**. Now push it downhill to the gap in the wall, then release the cart and take cover quickly. Spot the approaching mercenaries ahead! They're rappelling down the cliffs to the camp.

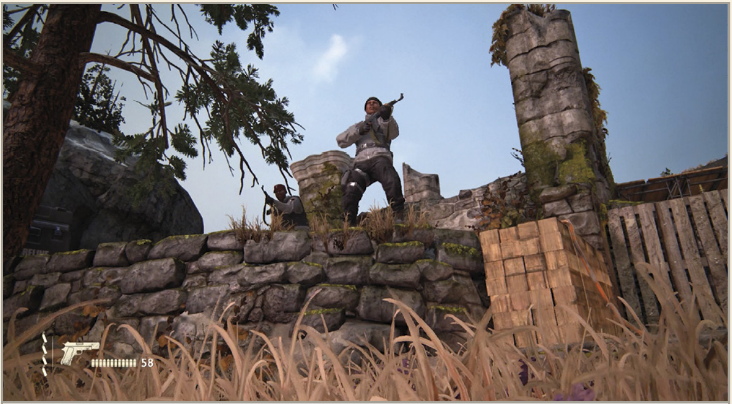


Fig. 8-4. As you push the cart downhill, more Shoreline thugs rappel into the camp.

Creep into the nearby tall grass **(12)**. Wait for the guards to get close, and then perform some stealth takedowns. Keep moving between stands of tall grass, taking out foes stealthily if you can, until the area is clear. If you do not take the first wave of enemies out stealthily, you must battle a second wave of equal size. In this case, we suggest using dynamite on soldiers and make sure to fire one of the **New Weapons** they carry, the **AK-47s**—if you are a trophy hunter ("I Accidentally All The Guns" requires you to shoot all the weapons in the game). Go back to the rolling cart once the battle is over. Push it all the way into the storeroom (the one you blasted open earlier) and against the wall under the ceiling hole **(13)**. Climb through and look for a treasure in a debris-clogged cave nearby.

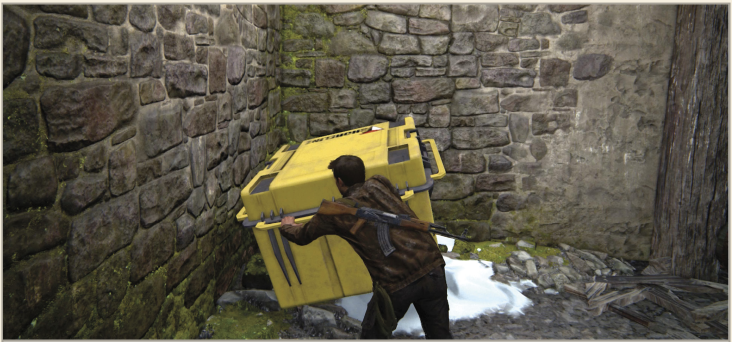
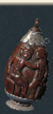
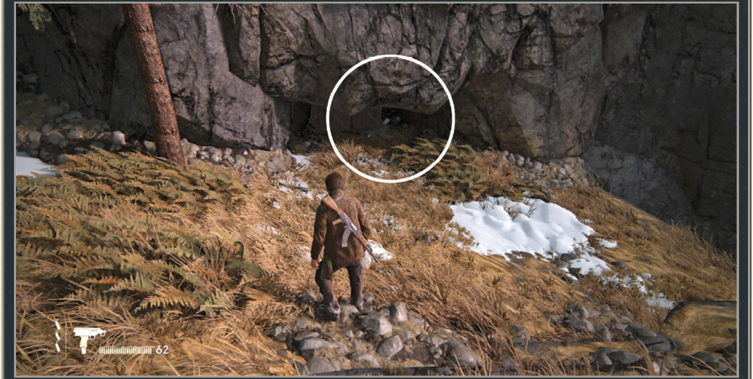


Fig. 8-5. Push the cart against the wall under the ceiling hole.

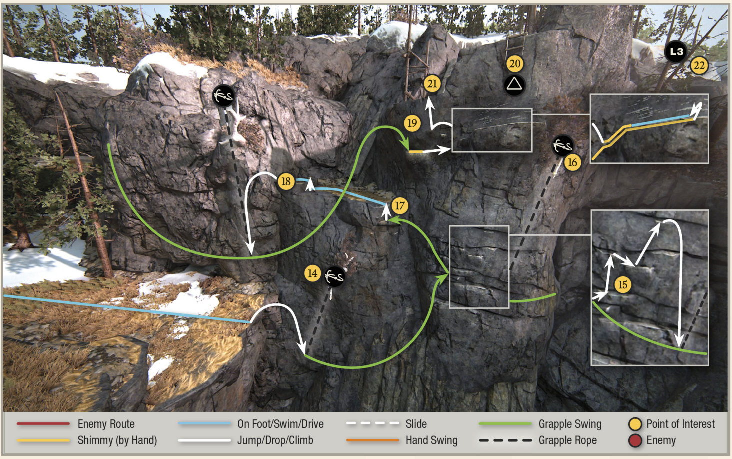


Carved Nut Bottle



After you use the rolling cart to climb through the storeroom ceiling, find the low cave blocked by debris on the left cliff wall. Toss a stick of dynamite to blast it open, and then enter to find the Carved Nut Bottle.

SWING ACROSS THE CLIFFS



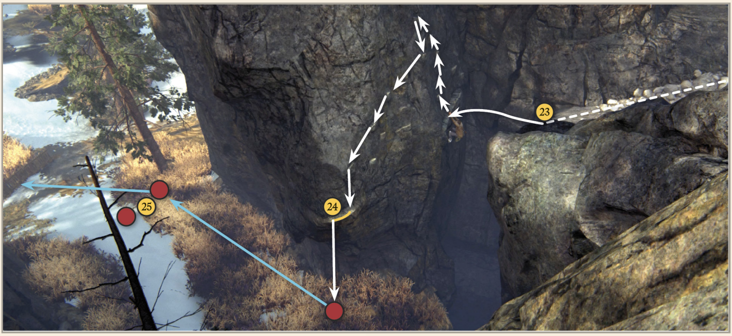
Now get ready for some crazy swinging. Walk to the drop-off, look at the pole jutting from the cliff wall just ahead **(14)**, and sling your grapple hook to it. Swing and jump left to the grooves on the cliff face **(15)**.

Fig. 8-6. After you boost Sam up to the broken rope ladder, climb over to get a hand up.

Climb as high as you can and then look upward to spot another grapple point **(16)**. Sling your hook at it, wall-run rightward to build momentum, and then wall-run back left in the direction you came, leaping to grab the small groove etched into the cliff wall **(17)**.

Climb onto the grassy ledge **(18)** and spot another grapple point. Use it to swing out and then back to another handhold **(19)**. Then climb rightward until you can stand on the ledge underneath the remnant of a rope ladder **(20)**. Here, Sam automatically joins you on the ledge.

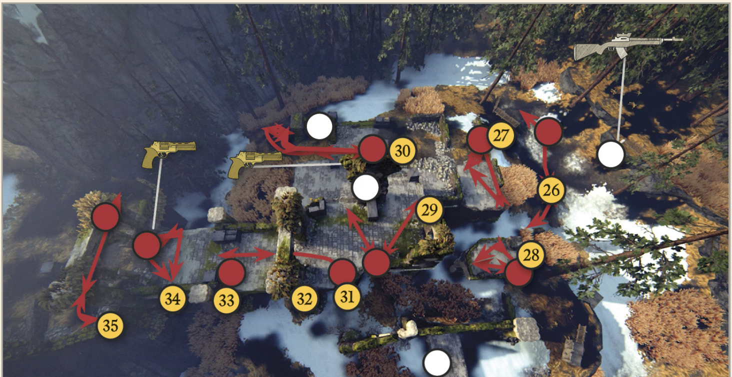
Look at the ladder and press △ when the icon appears onscreen; Nathan boosts Sam up to the ladder. Sam climbs and moves leftward to a spot **(21)** where he can reach down and grab Nathan's hand. Climb leftward toward Sam until he pulls you up. Follow the path downhill to where you can press **L3** and Nathan points out the monks' dorm. Then ride the rockslide **(22)** to the bottom.

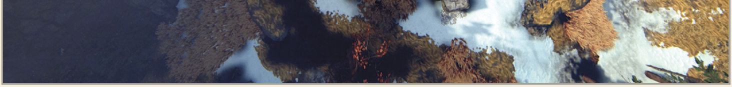


Continue to the second slide and ride it down too, but this time you must tap ✕ to jump the moment you reach the bottom of the chute **(23)** to leap and grab the narrow ledge in the opposite cliff wall. Climb up then left—you hear and see three Shoreline troopers moving down the path to your left. One stops as the two other gunmen continue along the path. Climb leftward to the last ledge **(24)** and drop directly on top of the lone guy to knock him out using a vertical takedown.

You land in tall grass. Creep up behind the rifleman in the grass ahead **(25)** for a stealth takedown; Sam takes down his partner. Now you can scan ahead to see the ruins of an old bridge that you'll need to get across. Note that many armed guards are posted on it.

CROSS THE HEAVILY GUARDED BRIDGE





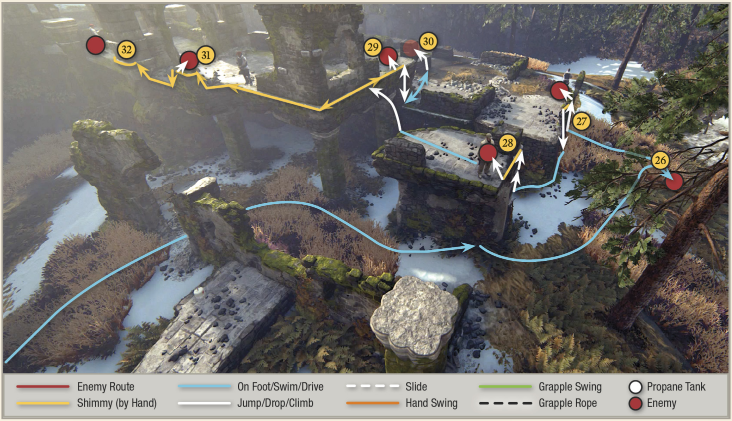
You can fight your way across the structure if you want. If you choose that approach, take notice of a couple **New Weapons**: the **Propane Tanks** (only available in Scotland), which can be targeted to take out nearby targets; and a scoped rifle, the **Mettler M-30,** which is near a propane tank on the far right side as you enter the area. But it's entirely possible to work your way across the span using only stealth takedowns. If you prefer this more elegant approach, sneak over to the rightmost end of the bridge, using patches of tall grass to stay out of sight.

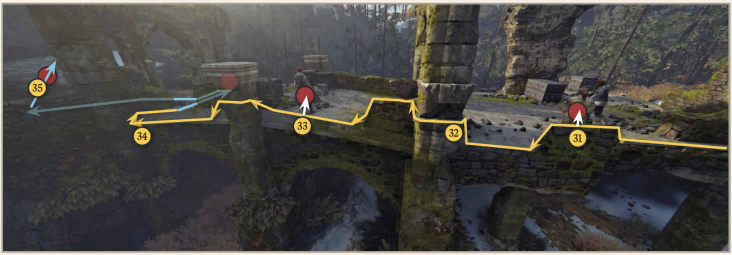
Propane Tanks & Explosive Barrels

If you're trying to use all the weapons in the game to receive the "I Accidentally All The Weapons" trophy, you should know that all weapons, except the propane tank and the explosive barrels, can just be shot up in the air to get the trophy. You don't have to kill anyone with them. However, you must throw and explode and kill someone with the propane tank and the explosive barrel to count toward the trophy. Alternatively, you could choose to kill someone using these explosive items as a melee weapon, which would count as well.

Observe The Patrol Patterns

Again: If you try a stealth pass through enemy deployments, always spend a minute or two watching the patrol patterns before you advance. Each guard repeats his route every few seconds (unless disrupted by an alert), so you can figure out when he'll face you and when he'll turn away.





Refer to our maps as you move stealthily from guard to guard across the bridge. Observe the first guard pacing beyond the bridge; hide in the grass at the closest spot to where he passes while patrolling **(26)**. When he returns, make sure no other nearby guards are looking your direction, then perform a quick stealth takedown.

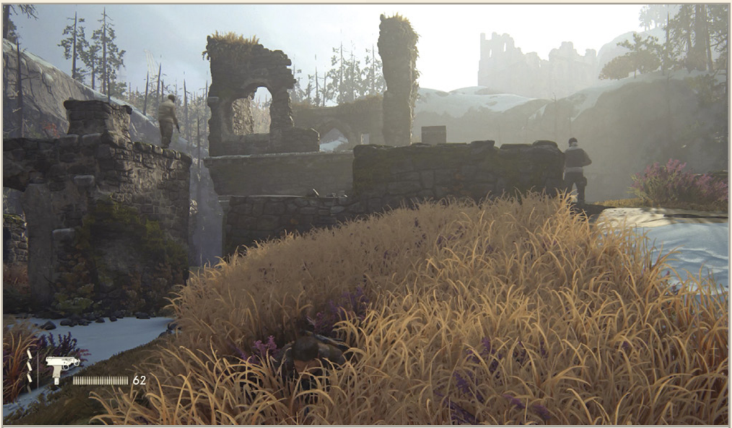


Fig. 8-8. Make sure nearby guards are looking away from you before you pop out of the tall grass.

To take down this soldier **(27)** stealthily, hang off of the higher wall (not the lower platform level part of the wall present on the left corner). Taking him down over the high wall is the opportune time in local patrol patterns. KO the next two (28, 29) guards by hanging below the edge of the platforms where each patrols and then pulling them over as they approach—again, while no other guard is looking your way. (If any of the other bridge guards go on alert, just hang from the bridge and wait until they go back to their patrols.) Sneak up behind the next guy **(30)** when he's out of site or walking away from you. Hide behind the crate and pull him over it when he stops on the other side. There's a **New Weapon**, the **Barok .44**, on a crate just ahead of the one you cover behind. If you think it's too risky to grab right now, you can find another before leaving the area. Come back around the bridgehead to hang and shimmy along the outside edge of the bridge until you're under the guard there **(31)**. Pull him down!

Now it gets trickier. Shimmy carefully leftward until you reach the bridge support column at the arch **(32)**, then stop and swing your camera to look left. Don't shimmy around the column until the guard at **(33)** tilts his head away from you *and* the guard further down the bridge at **(35)** is not visible. When the coast is clear, shimmy quickly around the arch, get under that next guard **(33)**, and pull him off the bridge!

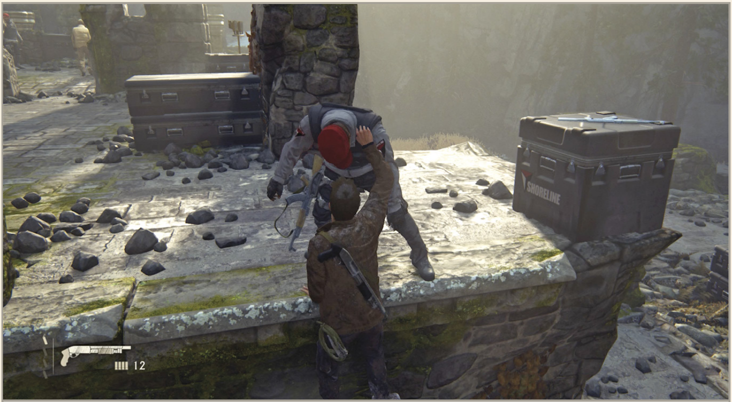
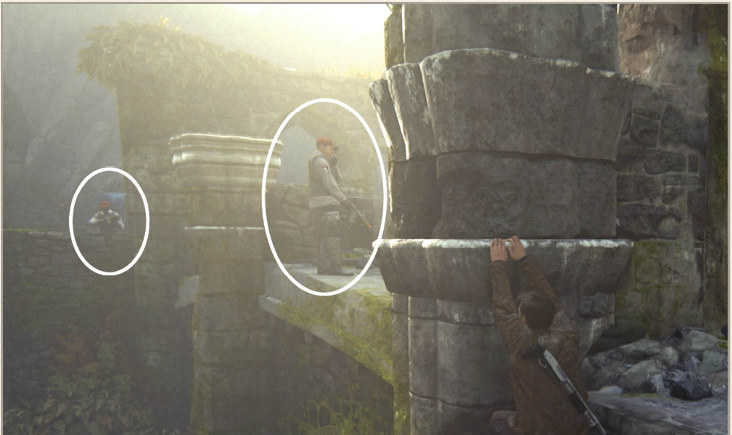


Fig. 8-9. Hang from the bridge and make pull-down kills on most of the guards.

Now shimmy further along the bridge's edge and stop at the next pillar. Make sure neither one of the last two fellows (34, 35) are looking your way, then quickly shimmy around the pillar. Hang directly under where **(34)** stops and turns around, make sure **(35)** is walking away too, and then pull up onto the bridge and take down **(34)**. This guy drops a **New Weapon**, the **Barok .44**. Pick it up. Then take cover at the arch and wait for a good moment to sneak up behind the last guy. You could kill him with one of the first occurrence weapons from this area and no additional forces will arrive by breaking your stealth—he's the last guard in this area. Or you could just fire these weapons up in the air to count toward the "I Accidentally All The Weapons" trophy.



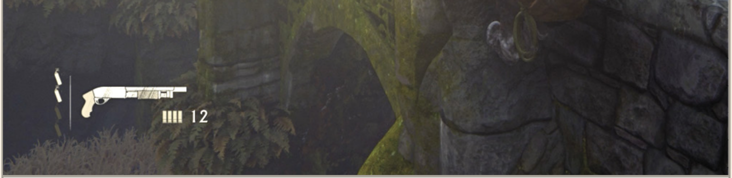
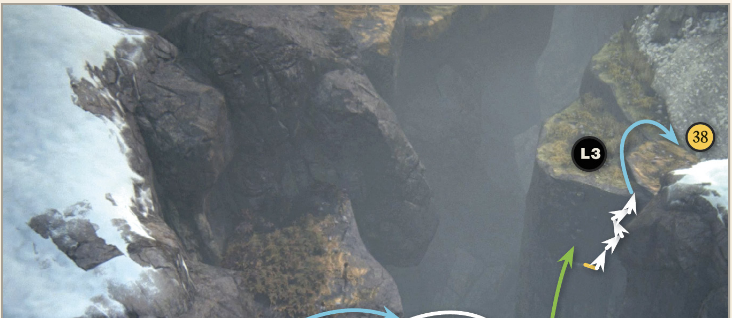


Fig. 8-10. Pause at this column and wait until both guards (circled) on the other side are not looking in your direction.

CRUSHING TURRET

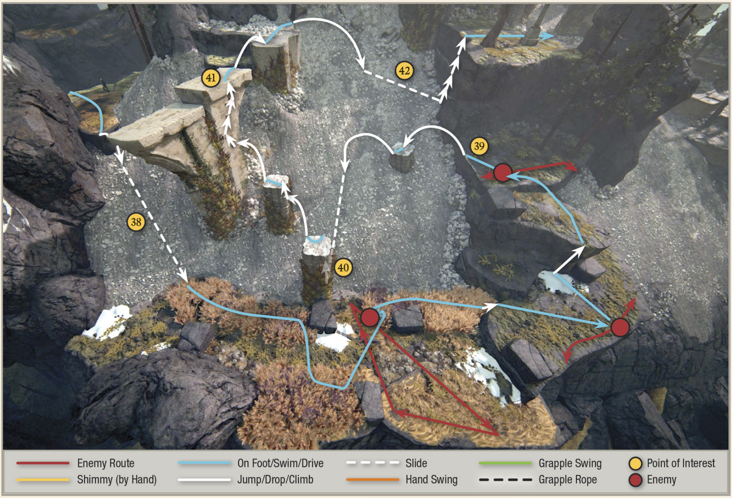
When playing Crushing mode, a turret (manned by a soldier) appears on the upper right side of the bridge.



Finally, the bridge is cleared. Continue down the path. Jump up and grab the ledge **(36)** and then slide rightward until you can hop onto the terrace. Walk to the terrace's edge **(37)** and toss your grapple hook at the branch jutting from the opposite cliff. Swing toward the left, jump to the ledge, and climb the cliff to reach the first of several rockslides **(38)**. Press **L3** here—Nathan notes the monks' dormitory on the ridge. But a wide chasm still separates you from it. You'll have to work your way around, moving across a series of dangerous rockslides.

Fig. 8-11. There's the dormitory next to the graveyard.

NAVIGATE THE ROCKSLIDES



Slide down the first slide **(38)** into the tall grass at the bottom. Three mercenaries patrol ahead; use the grass for stealth takedowns (see our map) or just gun them down. Move as far as you can up the rock ledges **(39)** and then turn to the rockslide on the left. (Don't try riding the slide on the right! You'll slide right off the cliff.) Hop onto the low pillar first. From there, leap onto the slide and steer toward the leftmost pillar below **(40)**, jumping just as you reach it to grab one of its grooves. Climb to the top of the pillar.

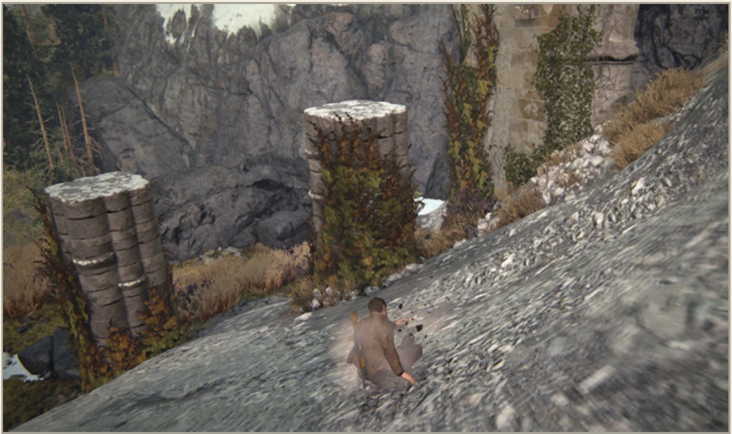


Fig. 8-12. Slide down the rockslide, aiming for the left pillar with the handholds.

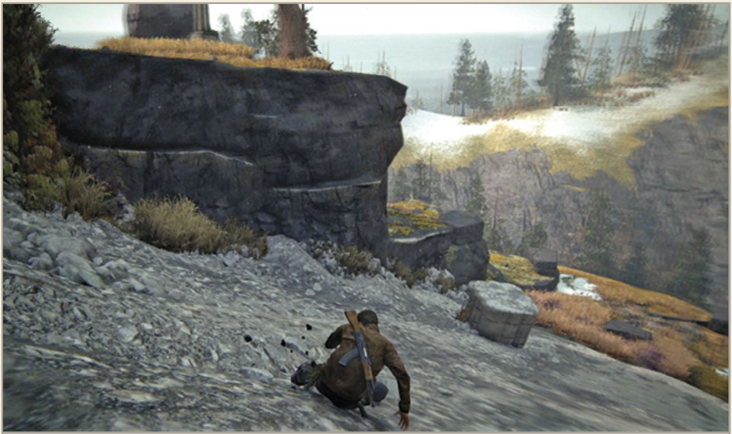
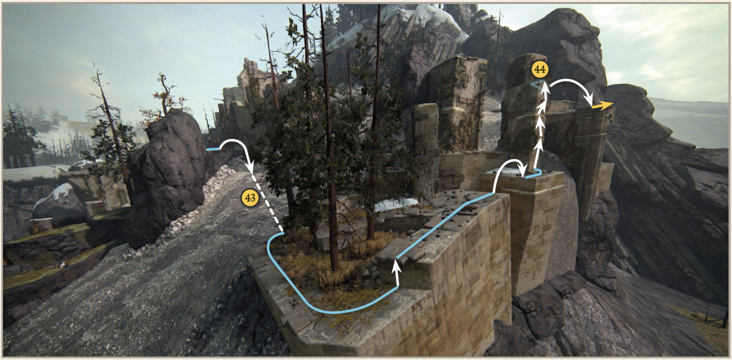
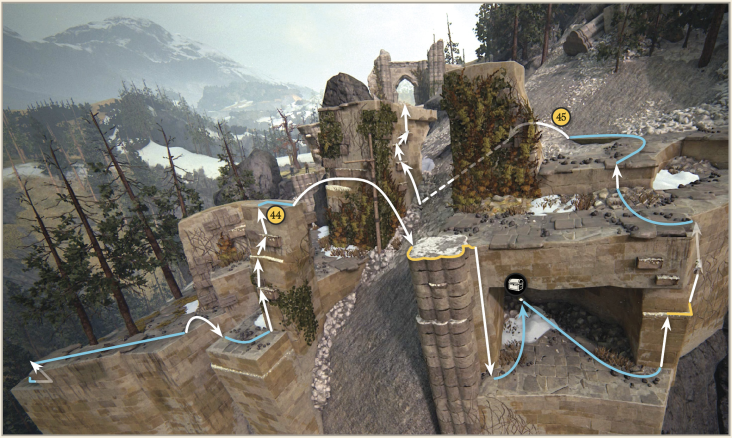


Fig. 8-13. Leap at an angle across the top of the next rockslide, veering toward that far wall.

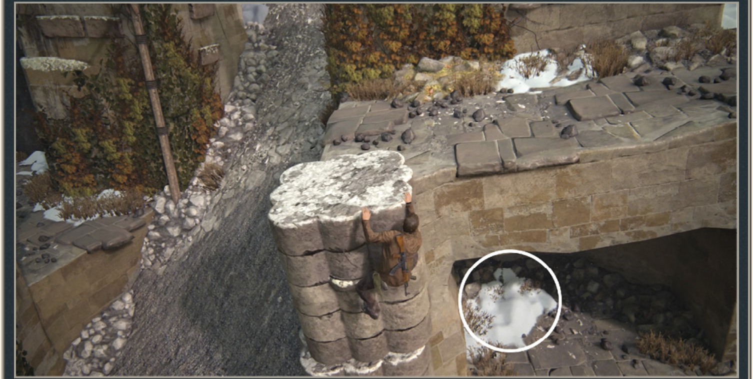
Jump across to the next pillar and pull yourself on top again. Then jump to grab outcroppings on the wall beyond **(41)**. Follow the wall uphill, hopping over the gap. At the top, leap onto the rockslide and steer across it toward the far wall **(42)**, where you can jump to grab a ledge *(see Fig. 8-13)*. Pull yourself up the wall and move past the stone cross at the top.



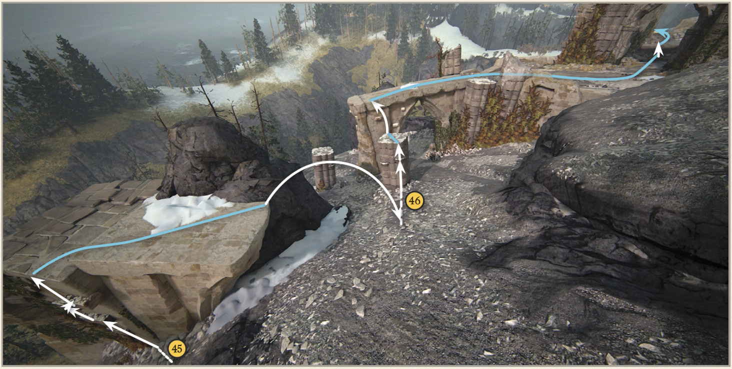
Hop onto the next rockslide **(43)** and steer across at an angle to the low terrace on the opposite side. Follow the wall around the corner, hop over the first gap and climb the pillar **(44)**. From the top, jump across the second gap (a rockslide) to the next platform. (Here you can drop down to find a treasure and then climb back up.) Climb to the next rockslide **(45)** and hop on, steering toward the wall that has a series of outcroppings. Jump as you reach it to grab the lowest outcropping and climb to the top.



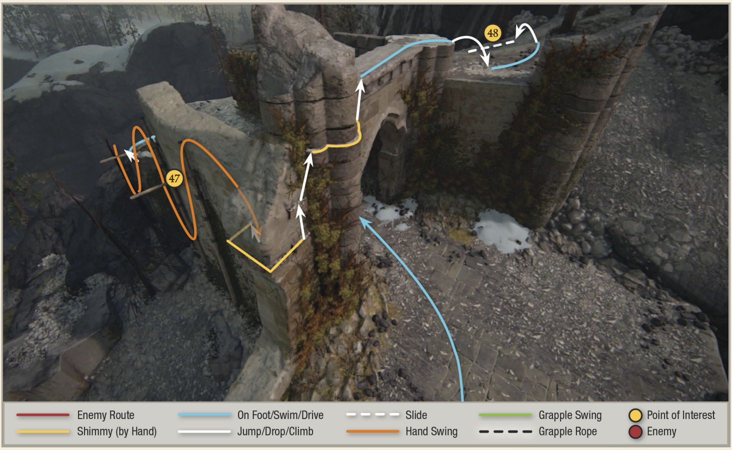
Traveling Inkwell with Seal



After you jump from (44) across the rockslide, hang from the platform to find an alcove below. Drop to it and enter. The Traveling Inkwell with Seal is in the back left corner. You can climb easily back to the upper platform.



Move across the ruin and take a running leap onto the next rockslide **(46)**; steer across the slide toward the rightmost pillar and jump as you reach it to grab a handhold. (If you miss this first pillar, you can snag a handhold on the second pillar too.)



Climb the pillar, jump onto the rock arch, and then follow the path through another arch and around the wall on the left. Jump and swing across two poles **(47)** to grab the handholds on the pillar. Shimmy rightward around to the pillar's far side to find outcroppings that let you climb to the top of the arch.

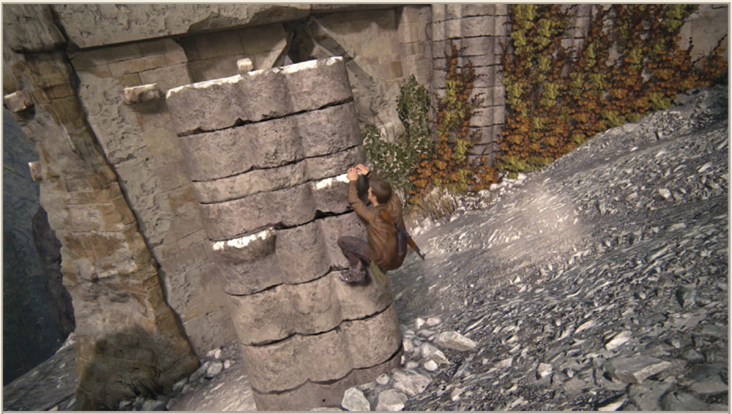


Fig. 8-14. Steer your next slide toward the pillar in the middle of the rockslide.

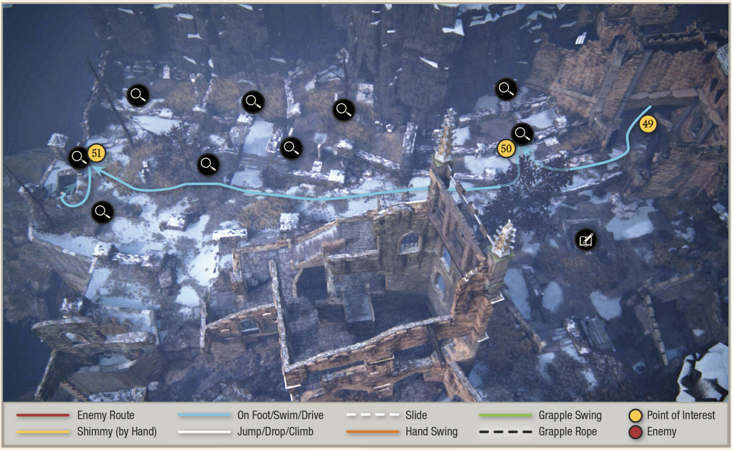
Here you reach one last tricky rockslide **(48)**. As you slide down, look upward at the pole jutting from the cliff above. The moment the **L1** icon appears, punch that button to toss your grapple hook at the pole. Swing across to the far platform. Before you approach the dormitory entry gate **(49)**, climb the wall to its left to find a treasure. Then drop back down and try the gate; Sam helps Nathan pull it open. Keep tapping △ until the gate is open.

Fig. 8-15. The dormitory gate at last!

Carved Ivory Vanitas

Before you open the dorm gate, climb the wall on the gate's left side to discover a small hidden alcove with a statue. Find the Carved Ivory Vanitas stashed at the foot of the statue.

FIND AVERY'S GRAVE



Now you're in the cemetery grounds. Your objective here is to find Avery's grave. Upon entering the cemetery, you receive an automatic journal entry. Nate sketches the Dormitories seen in the distance.

AUTOMATIC JOURNAL ENTRIES & NOTES

Automatic Journal Entries and Notes are those acquired as part of the Main Story as the game progresses. We do not highlight these as significantly as we do the Optional Journal Entries and Notes. This makes it easier for you to find the ones that have the potential of being overlooked. Optional items are considered collectibles whereas mandatory items are not since they are a Main Story element.

You can examine several tombstones in the cemetery; in fact, Sam finds one right away **(50)**. But you seek a stone with features that exactly match the scroll in your journal: Avery's skull-and-crossbones sigil; distinctive crossed swords pointed down; and his dates, 1659-1699. Check out the excavated grave nearby to make another **Optional Journal Entry**; Nathan sketches the excavated grave. Rafe's been digging around the cemetery already, not a good sign.

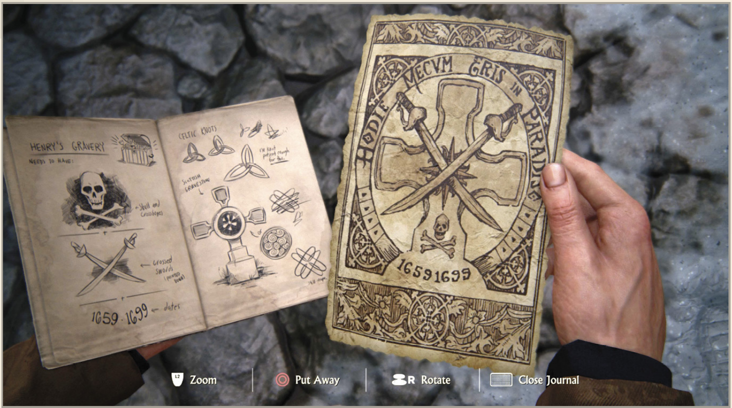


Fig. 8-16. Check your journal to review Avery's clue with his sigil and dates.

JOT THIS DOWN TROPHY

You get the "Jot This Down" trophy by finding your first Journal Entry. You can get this when you find and acquire the excavated grave Journal Entry.

Look for the gravestone marked with the name "Benjamin Bridgeman" on the far side of the cemetery **(51)**. Examining this opens a secret passage directly behind it. Enter and descend into the underground catacombs.

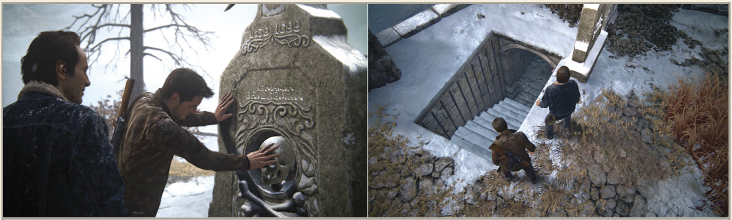
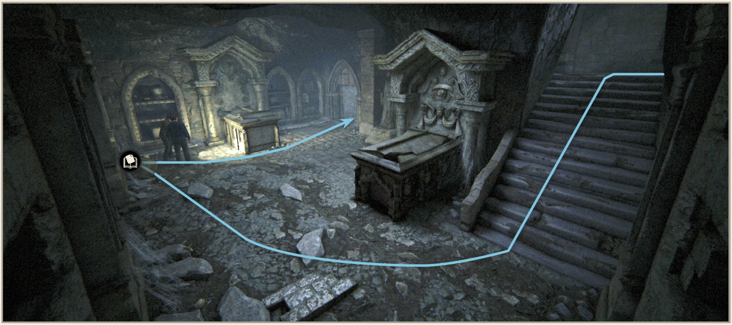
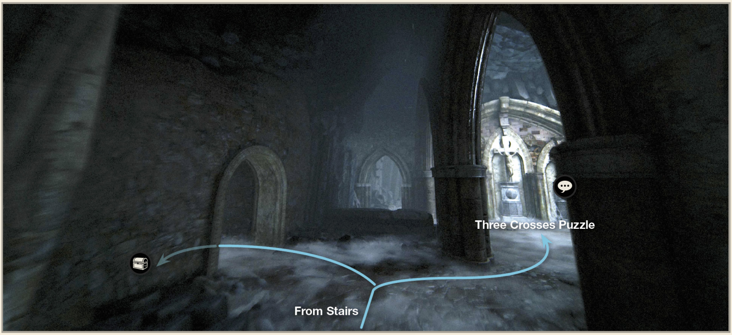


Fig. 8-17. Find this gravestone on the far side of the cemetery. It opens a secret passage.

Descend the stairs to the first chamber and find the Optional Journal Note in the corner: a monk's letter from 1697. Continue past the crypts and downstairs to an open room with statues on the wall depicting the Crucifixion of Christ. The depiction includes the two thieves, Dismas and Gestas, one hung on either side of Christ. Before you examine them, check out the alcove to the left to find a treasure. Then go make a journal entry at the three-cross display and speak to Sam when the Talk icon appears to trigger an Optional Conversation.

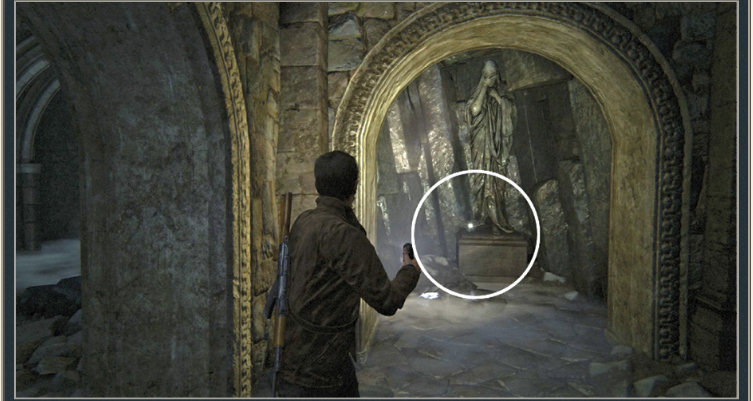




Take A Note Trophy

You get the “Take A Note” trophy by finding your first Journal Note. You can get this when you find and acquire the Monk’s Letter Journal Note in the crypts.

Scottish Ha’penny



As you enter the Three Crosses Puzzle chamber from the stairs, turn left and find the Scottish Ha'penny at the foot of the statue in the first alcove..

Now go through either doorway leading into the room behind the crosses. Examine the far wall and its pattern of star symbols embedded in stone; Nathan thinks it's a door. Across from it, the wall directly behind the crosses features three panels. Examine the lantern above the center panel; Sam ignites its flame with his lighter. This in turn ignites receptacles behind the panels. Each receptacle's flames are reflected through glass scopes in the panel that cast light beams onto the opposite wall.

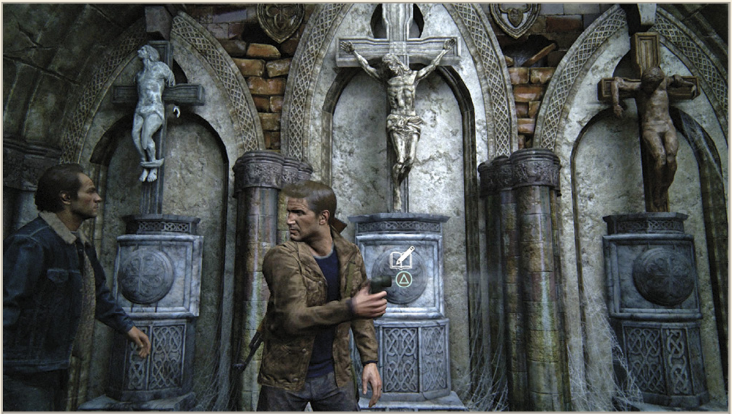


Fig. 8-18. That's Dismas the Penitent Thief on the left, Jesus the Messiah in the middle, and Gestas the Jerk on the right.

Fig. 8-19. Light the lantern above the center panel to fire up the puzzle.

SOLVE THE PUZZLE OF THE THREE CROSSES

Now go back out to face the three crosses. Your task here is to align the two light beams from each cross so they strike the correct stars on the back wall. When properly aligned, the beams illuminate six stars that form the pattern of the constellation Libra. Select a cross, then use your controller sticks to move and rotate the light beams.

Here's the solution sequence, arranging the beams of the crosses in order from left to right:

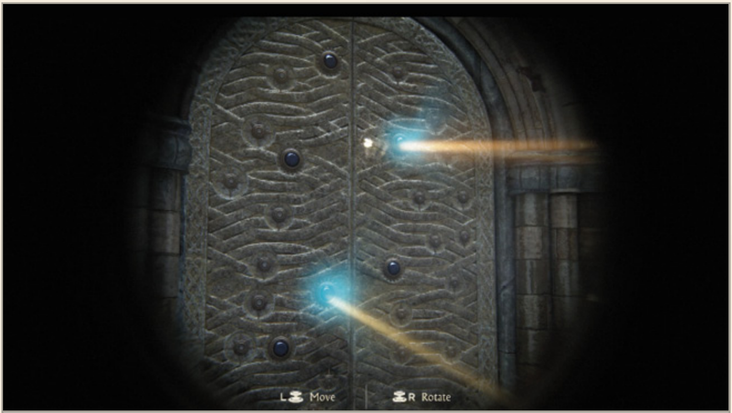


Fig. 8-20. Left Cross (Dismas)

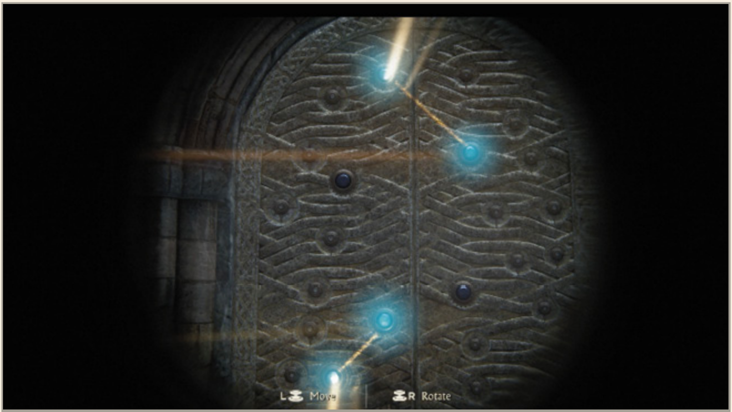


Fig. 8-21. Center Cross (Jesus)

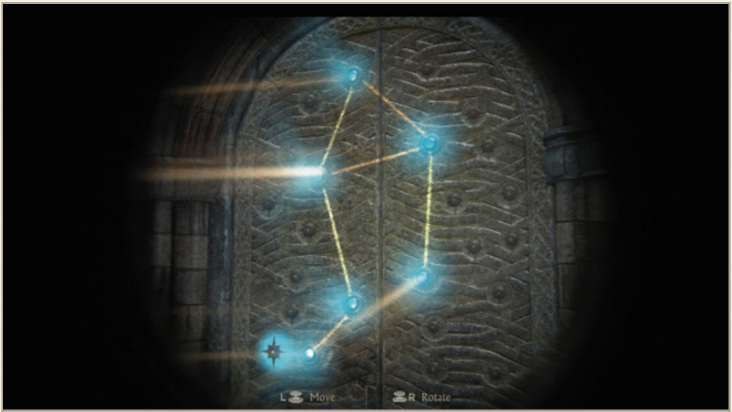
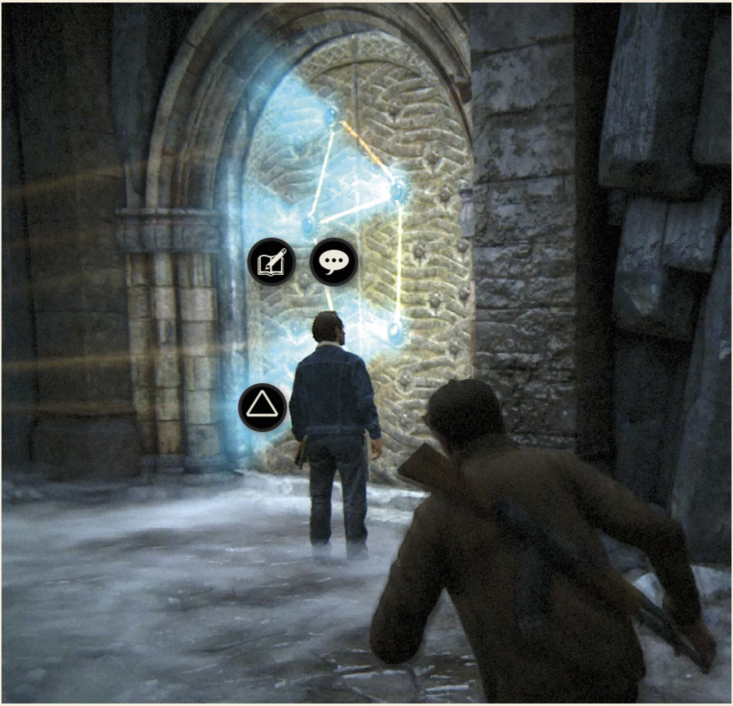
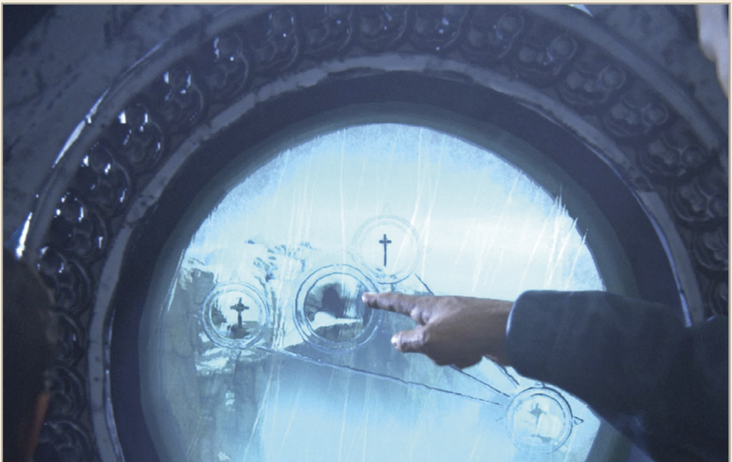


Fig. 8-22. Right Cross (Gestas)

When correctly lit, the pattern activates an unlocking mechanism that pops out. Sam runs in to examine the Libra wall, and a Talk icon appears above him. Before you talk to Sam, stand back and look at the door so you can see the entire door and light puzzle to receive the **Optional Journal Entry** on Libra. Speak to Sam for another **Optional Conversation** then examine the marked spot to unlock the door panels. This reveals a window that frames a view of a cave opening on a ridge across the bay. This is your next destination.





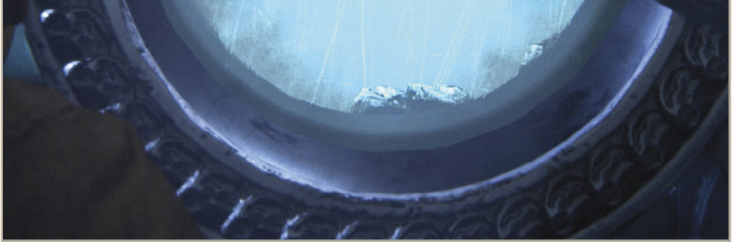
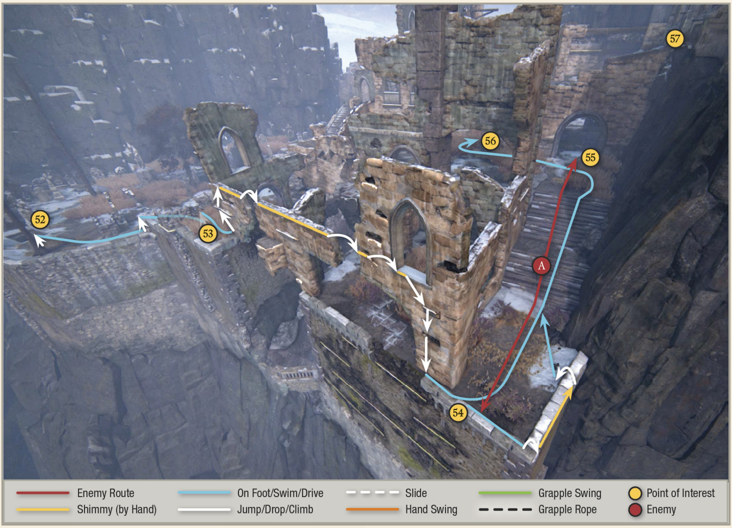


Fig. 8-23. The window reveals Avery’s next clue.

ESCAPE THE CEMETERY GROUNDS



Trophy Route: “Ghost In The Cemetery”

You earn a Trophy if you can get through the Scotland cemetery combat encounter without killing anyone or being seen. Here we have included an optional strategy covering this stealthy route.

Ghost In The Cemetery

STAGE 1

The following optional strategy is to help you get to the exit gate following the rules of the “Ghost In The Cemetery” trophy challenge. You must get through the cemetery combat encounter without killing or being seen. This means no enemy should be killed—stealthily included. And no enemy should be brought to a full white awareness meter, and certainly not orange. Here is how it is done:

For speed and to sync perfectly with the enemies' patrol pattern, it's imperative that you start this route quickly and the moment you have control exiting the crypt **(52)** below the cemetery. However, if you do miss the patrol pattern sweet spot, we have worked in an area where you can hide safely to wait for the next opening in the patrol pattern.

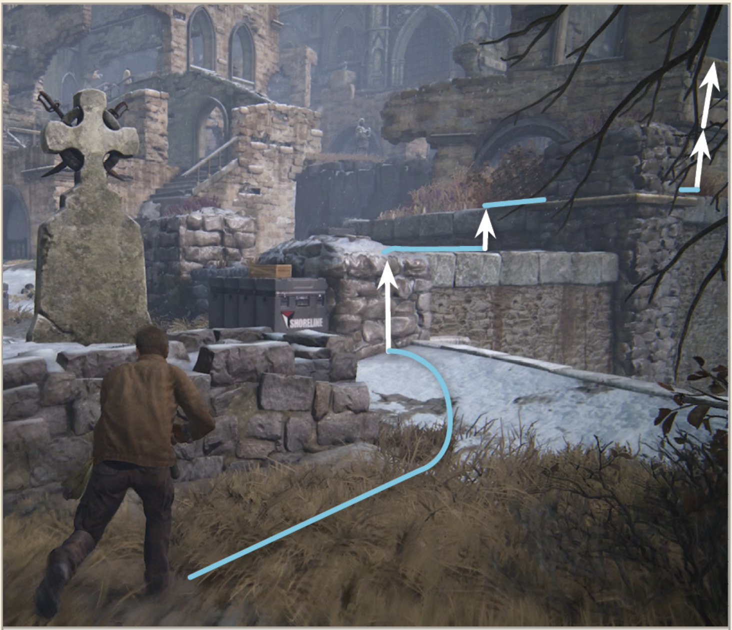


Fig. 8-24. Run this route. There's no risk of enemies spotting you yet.

Follow our route on the first map straight out of the crypt stairwell to the short wall near the Shoreline crate and the edge of the mountain. Hop on the first short ledge step heading for the next ledge step that has the thick vegetation **(53)**. Avoid climbing the taller corner column on this second ledge; instead shoot straight for the step where you have a clear view of the vegetation. Continue to the outside wall to your right, flush with the edge of the mountain.

Without slowing your pace, traverse the outer wall as we have indicated on the map. Don't stop; there is no risk of being seen during this acrobatic feat. Notice while shimmying along the middle wall section that you can see door **(55)** through the crumbled building you are climbing on. If you do not see guard **(A)** at doorway **(55)**, you are in sync with the patrol routes. He will be heading that way but not at the door yet. This is good. If you see him at the door already, you probably have to see our alternative waiting area described next.

Climb all the way to the right corner of the building and then drop on the narrow ledge **(54)** below. This is the waiting area if you need it. If guard **(A)** is just getting to the door **(55)** you can see in the distance up the stairs, then you can run toward him. If you saw him at that door while you were moving across the wall, you should jump over the ledge's edge and shimmy around the corner to the right. This guard will look over the ledge's edge, so make sure you are on the right side of the corner.

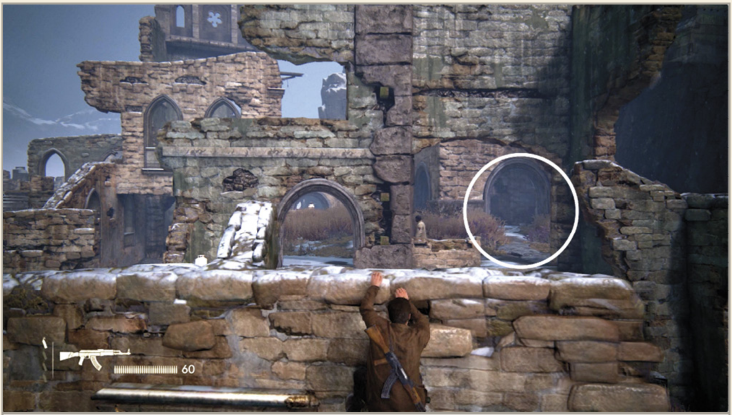


Fig. 8-25. If there is a guard at the indicated doorway, you should consider using the alternative waiting area.

If you are in sync with guard **(A)**'s patrol route, run up the stairs as soon as your feet hit the ground and aim for the camouflaging foliage all around this doorway **(55)**.

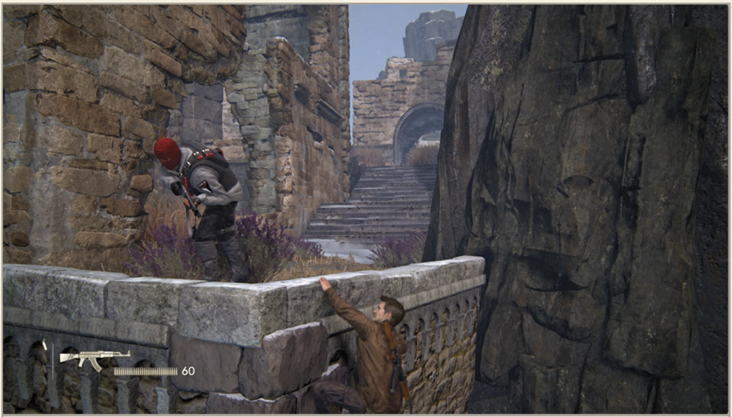
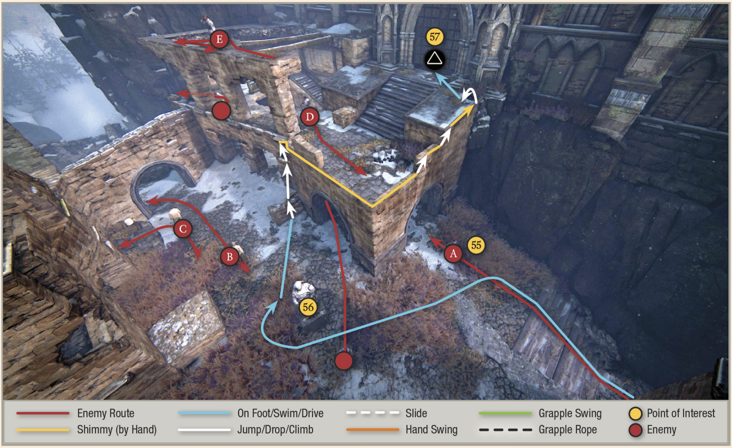


Fig. 8-26. If you got out of sync with the enemies' patrol pattern, wait here on the other side of the ledge because this guard looks over the side.

STAGE 2

Roll through the pathway clearing from one patch of vegetation to the next near the statue **(56)**. Stop in the grass on the far side of the statue and watch guards **(B & C)**. Make your move as indicated on the map the moment guard **(C)** turns to follow guard **(B)** who just started walking away from you.



Run to the short wall to the left of the archway, and jump to the handhold to the left. Climb so that you are hanging from the top ledge by your hands. Immediately start shimmying right all the way around the corner until you can go no further (a couple hand jumps are required to shimmy along the ledges lining the steps to the exit). You hear guards **(D** & **E)** talking about when Nadine tossed you out the five-story window at the auction. They face each other during this conversation. Guard **(A)** on his patrol route is your main concern, but things will sync up and you will have an opportunity to move before he enters sight range.

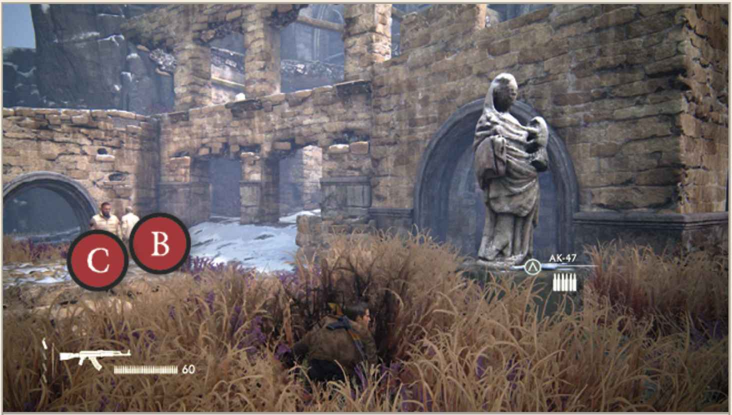


Fig. 8-27. Make your move for the wall the moment guard C turns to follow guard B. He's just about to turn away in this picture.

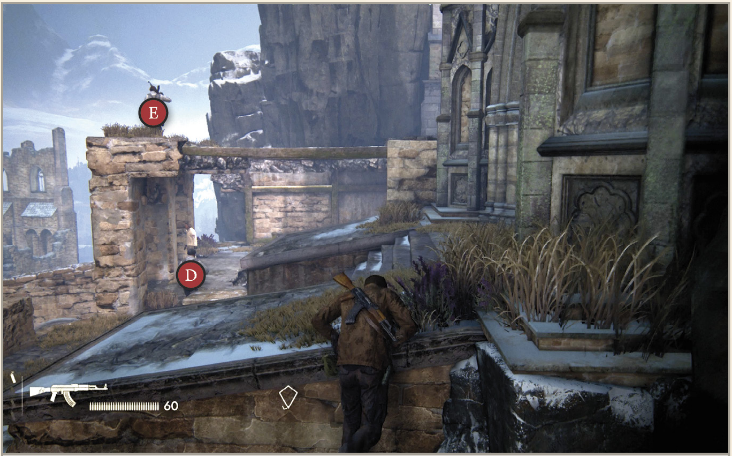


Fig. 8-28. Notice how guard (A) below is starting to see Nathan as the two guards finish talking. You can see the white diamond awareness meter lighting up. Time to move!

As soon as guard **(E)** turns away from you at the end of this conversation, pull up and dash to the cathedral exit **(57)** and start mashing △ like there's no tomorrow. Once the door is at shoulder height, you become invisible to the enemy and you are home free. Walk through the door and receive your trophy!

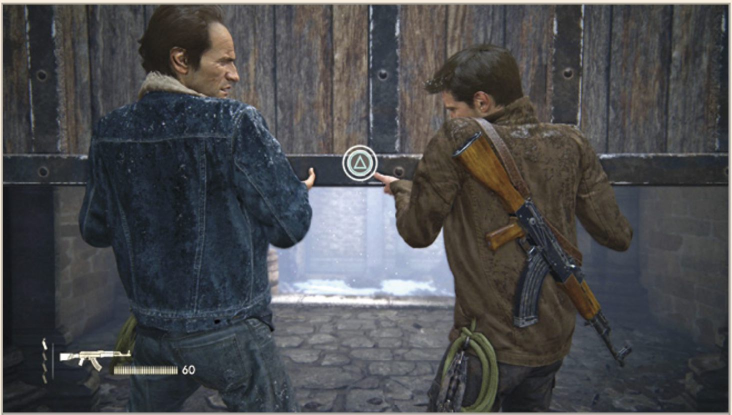
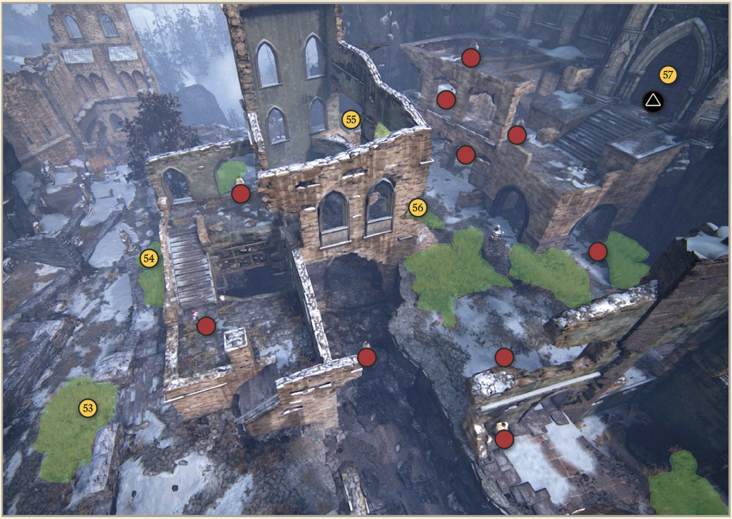


Fig. 8-29. Button mash △ like a woodpecker on a fruit tree. Once the door is up to your shoulders you've made it!

Just Fight Your Way

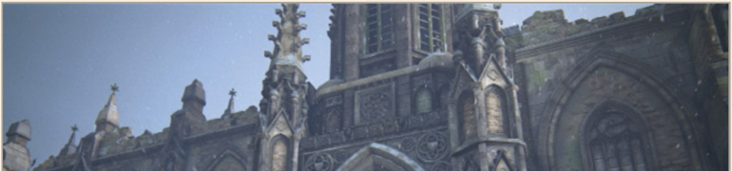
Retrace your route out of the catacombs (or just follow Sam). When you reach the top of the exit stairs **(52)**, get ready: A large squad of heavily armed mercenaries in body armor has now deployed into the cemetery grounds. Observe the guards patrolling ahead at the first ruin. Then use the tall grass to advance to the grass patches (53, 54) near the ruins doorway.



Propane Tank Kill

If you were not going for the “Ghost In The Cemetery” trophy, this area would be a great place to get a Propane Tank kill for the “I Accidentally All The Weapons” trophy. Pick up one of the many explosive white tanks in the area and either toss it and shoot it near an enemy, or pick it up and strike an enemy with it.

From here, you can take cover next to the door and wait for the guard to return for a stealth takedown. Climb the wall face and hang above the door to pull down the guard on the upper level. Then move to the grassy areas (55, 56) to take out other guards. When the area is clear, one guard remains near the exit doorway **(57)**. Take him out, then open the exit gate with Sam.



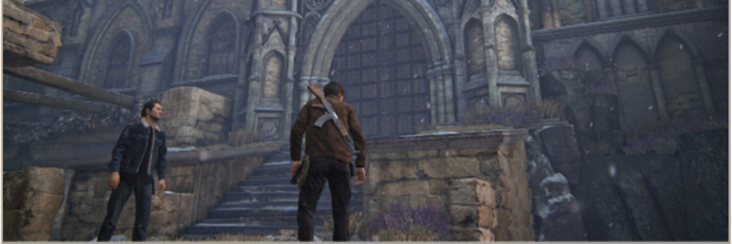
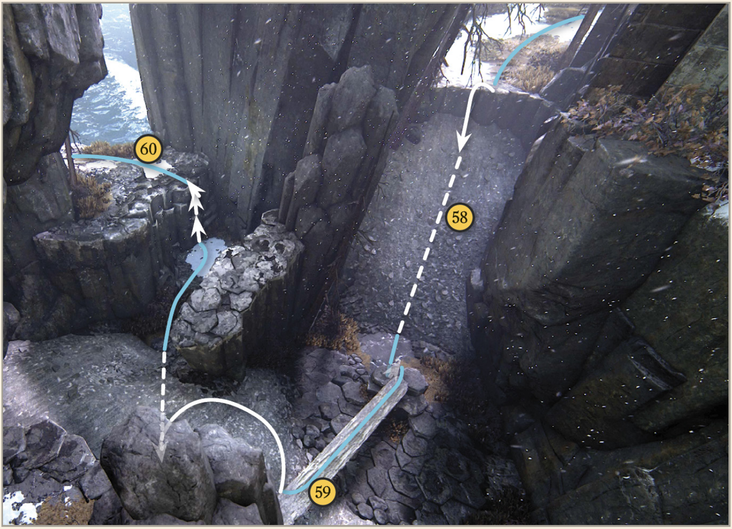
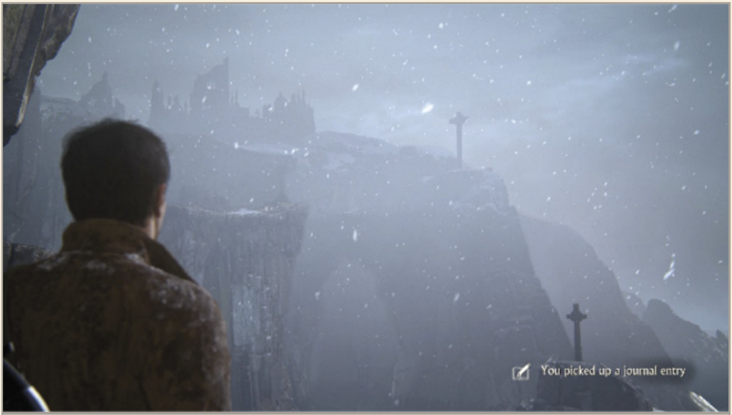


Fig. 8-30. Here's your target: the cathedral gate.

CLIMB TO THE CAVE ENTRANCE

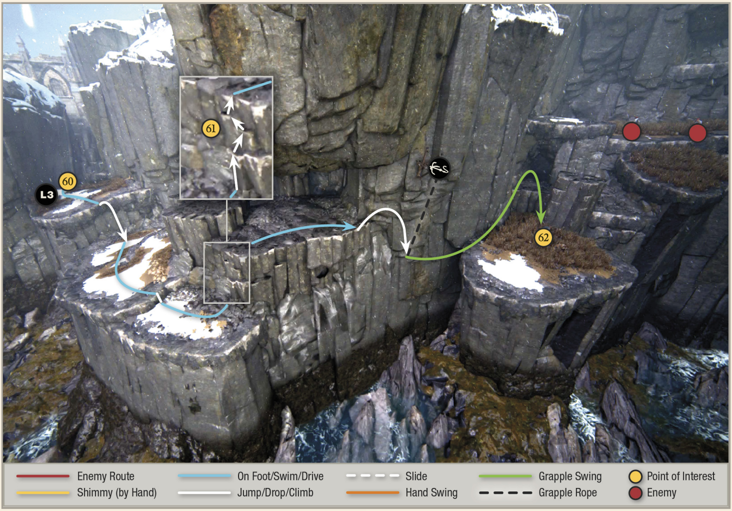


Beyond the cathedral exit gate, turn left and slide down the rockslide **(58)**. At the bottom, hop onto the narrow wall and walk to the top **(59)**. Then hop across to the ledge, walk around the boulder, and drop onto the next rockslide. Proceed to the low cliff and scale it **(60)**. At the top, you can press **L3** to see your destination on the distant ridge and add an automatic journal entry, a sketch of the cliff-side view of the three crosses.

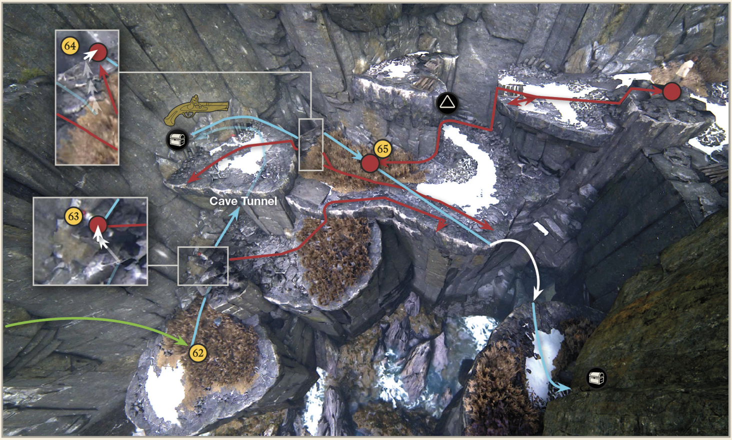


You picked up a journal entry

Fig. 8-31. Nice view. Those distant crosses mark your next destination.



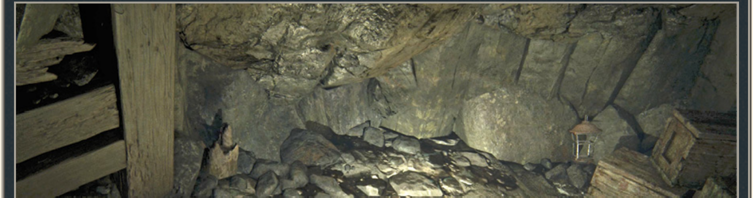
Now start moving along the coastal cliffs; Nate checks in with Sully via radio. After a big drop, continue across the headlands to the cliff **(61)** and climb it. Soon you reach a gap; spot the grapple point above on the cliff. Use it to swing across to a grassy plateau **(62)**. Your landing there triggers the deployment of a Shoreline squad ahead!

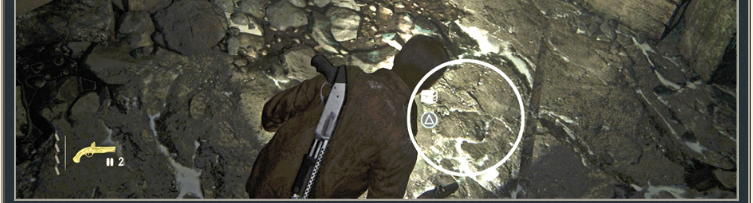


Jump to grab the next ledge **(63)** and hang there until the guard approaches. Make sure no other guard above is watching, and then pull him over the ledge. Hustle into the cave just ahead, take the first right turn into the low tunnel, and follow it to a treasure. (You can also find a **New Weapon**, a “very pirate-y” **Flintlock** pistol next to a pirate skeleton.)

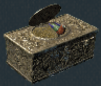
When you exit the low tunnel with the treasure, turn right and climb the wall grooves to hang on the edge of the next terrace **(64)**. Wait there until the next guard approaches, then pull him down. Climb up into the tall grass and creep forward to the spot where the last guard approaches after he jumps down **(65)**. Take him down in the grass! Jump across to the far platform and explore the cave to find another treasure.

Slipjoint Clasp Knife

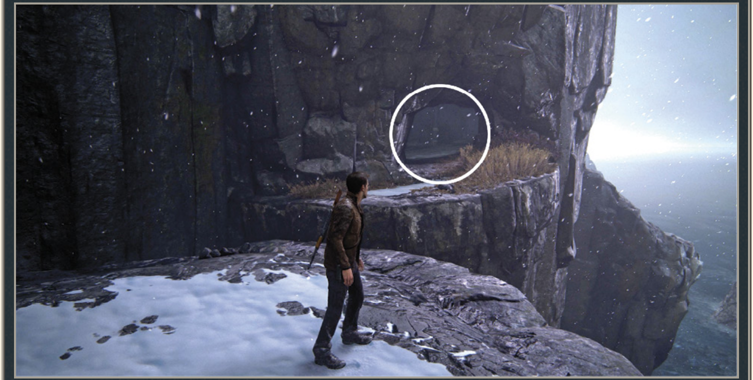




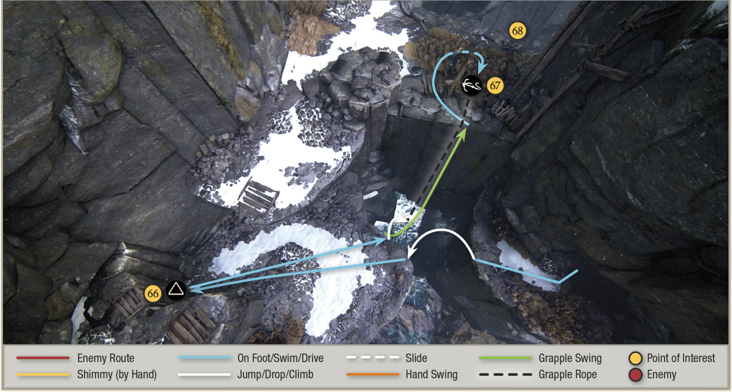
After you get through the cathedral gate and grapple-swing across to the coastal terraces, enter the cave on the first terrace. Inside, take the first right turn into the low tunnel and follow it to the Slipjoint Clasp Knife at the end.



Pewter Singing Bird Box



From the broken rope ladder, turn around and make a running leap across the gap to the opposite ledge. Enter the cave and find the Pewter Singing Bird Box inside.



Now move to the spot underneath the broken rope ladder **(66)**. Sam joins you and the △ icon appears onscreen. Press that button to boost Sam up to the ladder. Sam slides a wooden beam onto the frame atop the next cliff **(67)**. Sling your grapple hook to the beam and climb to the top. Reattach your hook to the same beam and walk off the opposite ledge **(68)** to drop down and hang from the rope.

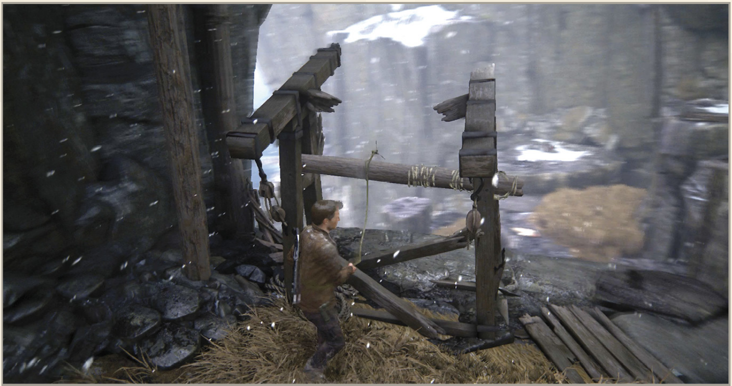
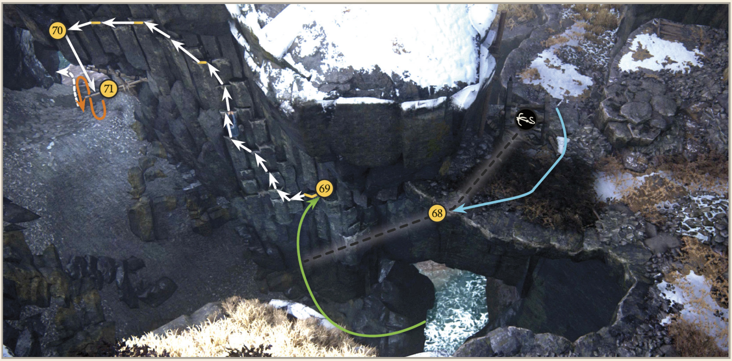
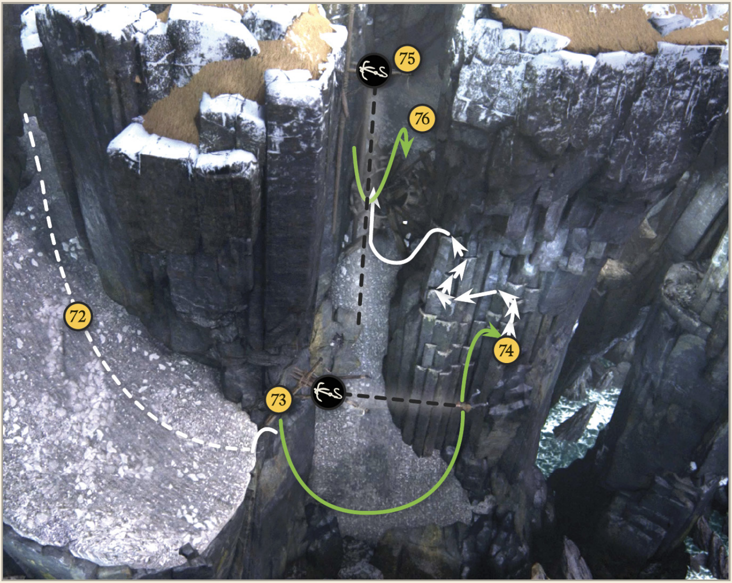


Fig. 8-34. Use the beam that Sam sets on the wooden structure as a grapple point to get up; then use it again to get down the other side.

Then swing leftward and jump to the handholds in the cliff **(69)**. Climb as far left as possible **(70)**; you end up hanging directly over a pole jutting from the cliff. Drop to the pole **(71)**; Nathan automatically grabs it as he falls.





Swing from the pole across to the rockslide **(72)**. As you ride down, veer leftward and look up to spot another pole **(73)** and then sling your grapple hook to snag it. Swing across to the next cliff wall **(74)** and climb up and left along the handholds (see our map) until you can toss your hook again to another pole **(75)**. Important: Climb up the grapple rope as far as you can before swinging. Then swing over the fallen debris (the ruins of an old waterwheel) in the canyon onto another rockslide **(76)**.

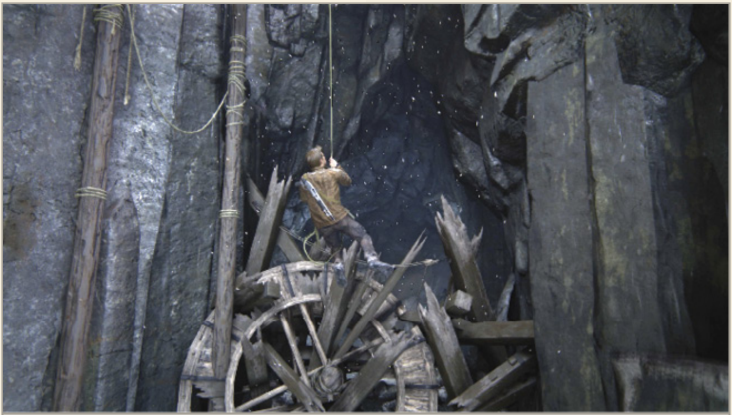
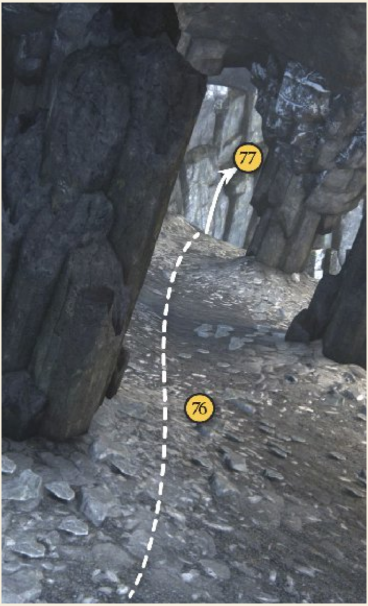
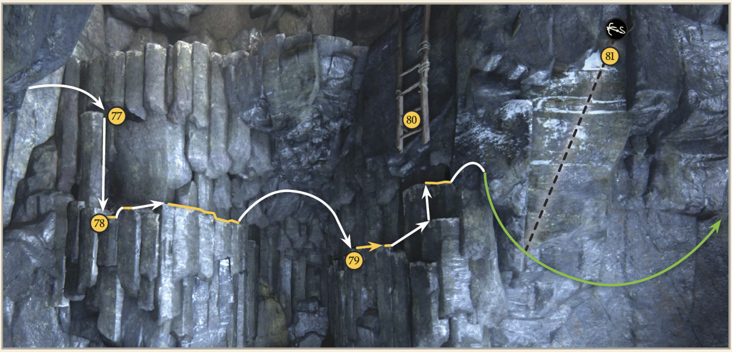


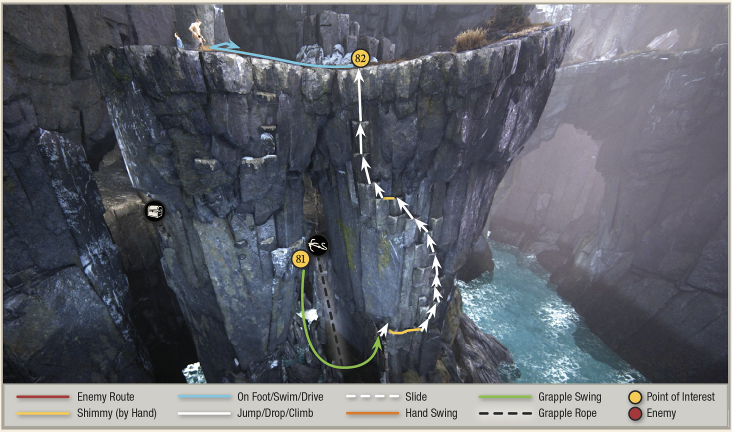
Fig. 8-35. Climb your rope so you can swing over that debris clogging the crevasse.

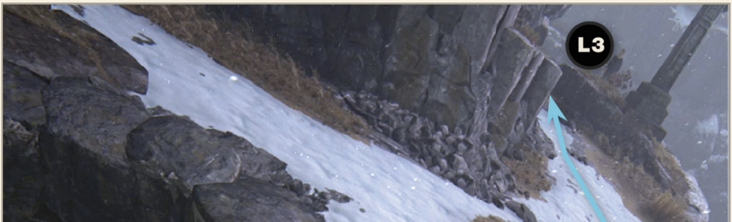
This is a tricky slide. Steer between the first two rock pillars, then veer as hard as you can to the left. When you reach the end, leap to a rock ledge in the far cliff face **(77)**.

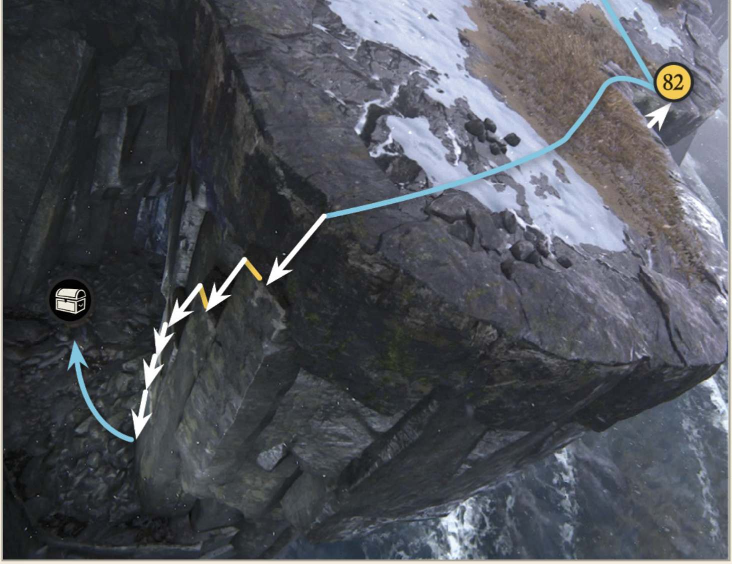


When Nathan grabs the ledge it collapses, and he barely snags another ledge below **(78)**. Climb rightward as far as you can, and then leap across to the next handhold **(79)**. Continue to a ladder **(80)** that also collapses when you grab it. (Just above you, Sam crosses a bridge that collapses beneath him!) Climb a little further rightward and toss your grapple hook up at the wooden post **(81)**. Swing to grab the wooden frame on the cliff, and then climb the handholds to the top **(82)** where Sam pulls you up. Here you can head to the left to find another treasure, and then return to this spot.

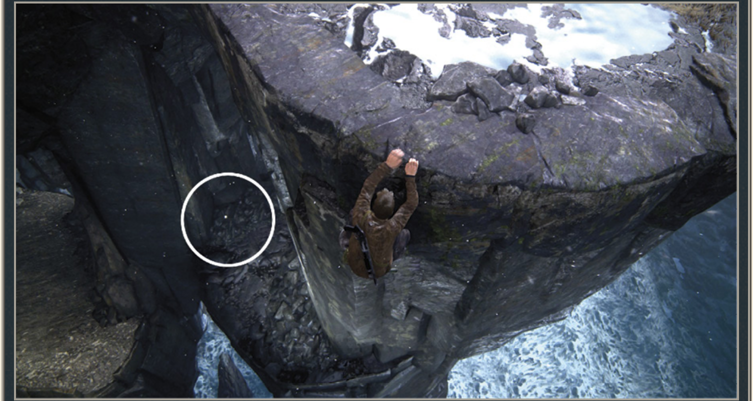








Tortoise Shell Snuff Box



After Sam pulls you up, move left along the cliff's edge until you can look down and see a rounded gray ledge jutting out below. Hang and drop down the series of handholds to the ledge. Then grab the Tortoise Shell Snuff Box in an alcove. Climb the handholds on the opening's right side to get back up onto the plateau.

SNEAK/FIGHT UP THE HEAVILY GUARDED TERRACES

Veer leftward (away from the cross) into the ravine. When you reach the drop-off, jump leftward to the ledges **(83)**, climb rightward to the corner, and then drop down the series of handholds to the grassy terrace below. Note the mercenaries deployed up the rocky slope on the other side.

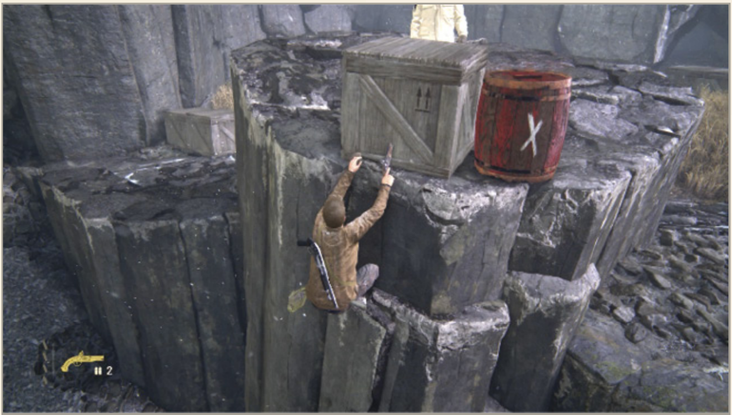
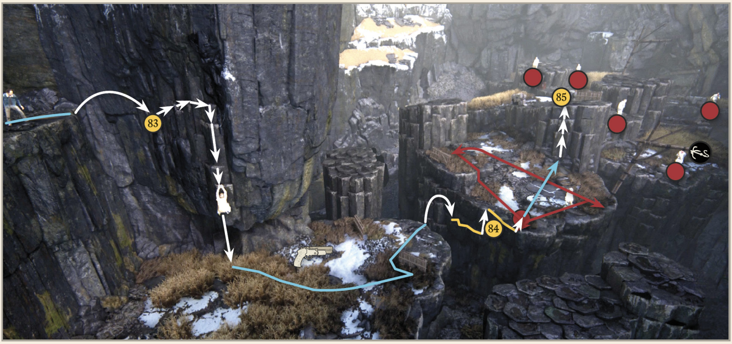
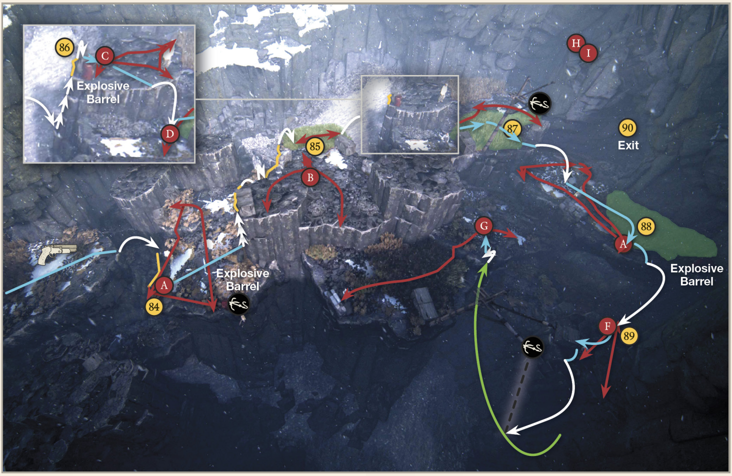


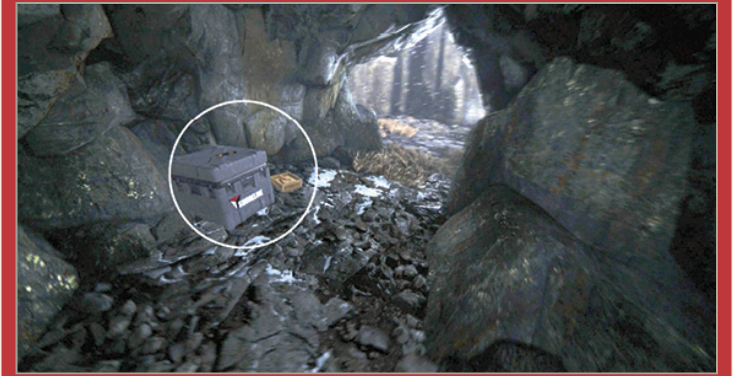
Fig. 8-37. Stealth is great, but if you get busted, remember the joy of targeting those red explosive barrels marked with "X."

Note: As always, the following sequence is just one of many ways you can work past the guards in this area. Feel free to try all or some of our tactics, or just improvise. And if your stealth maneuvers break down...well, start shooting everything that moves. When spotted, two additional, aggressive Shoreline guards **(H, I)** appear on a high cave ledge on the back cliff face.





NEW WEAPON: **PISTOLE**



If you enter the cave located below the first ledge you step foot on in this gorge battle (the one with the thick grass), you can find sticks of Dynamite in a crate and a **Pistole** (**New Weapon**) on a Shoreline weapons crate.

Observe the patrol patterns. When no guards are facing you, jump across the next gap to hang on the edge **(84)**. Shimmy rightward to where the first guard **(A)** approaches the edge and pull him over! Make sure the guard to your right on the next terrace is facing away, then run across the plateau and pull yourself up the handholds below the next guard **(B)**. You can't pull him over the crate where he stands, so shimmy leftward and pull up into the long grass **(85)** to hide. Wait until the two other nearby guards **(C, D)** both turn away, hustle out for a stealth takedown on **(B)**, then hustle right back to the grass to evade detection.

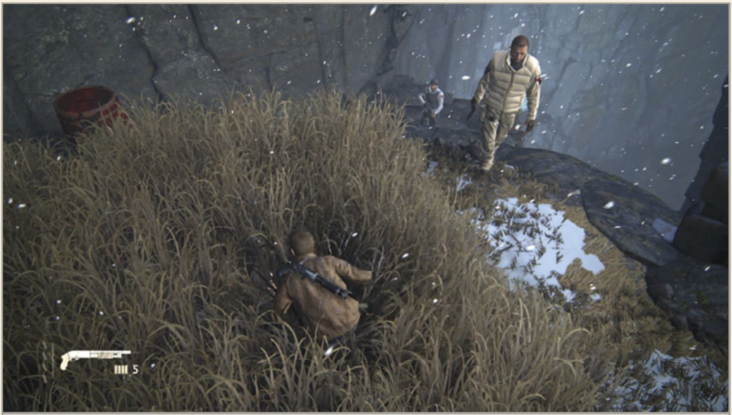


Fig. 8-38. Hang on ledges for pull-downs, and creep through high grass for takedowns.

Jump to the spire under the next guard **(C)** (who carries a **Barok .44**) and climb up to hang on the platform's edge **(86)**. Wait until he's close and pull him down; then immediately drop back down because the nearby guard **(D)** may come to investigate. If he does, take him out too. If not, wait until he patrols under the ledge and make a drop-kill. Then hustle over to the next patch of tall grass **(87)**.

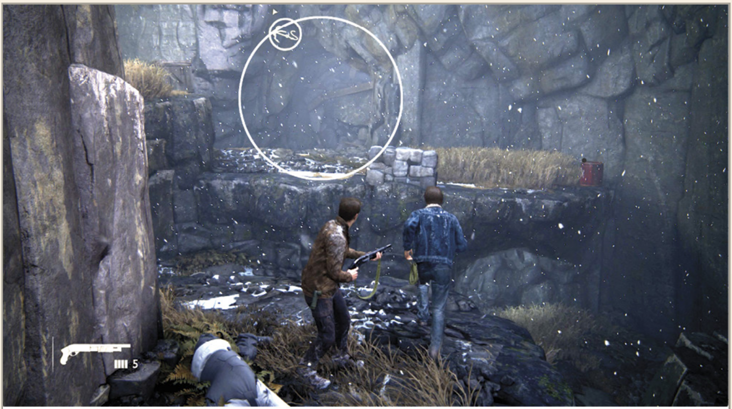
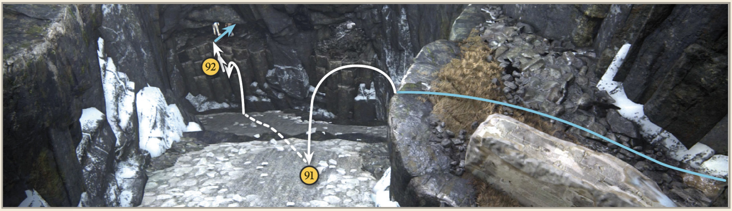
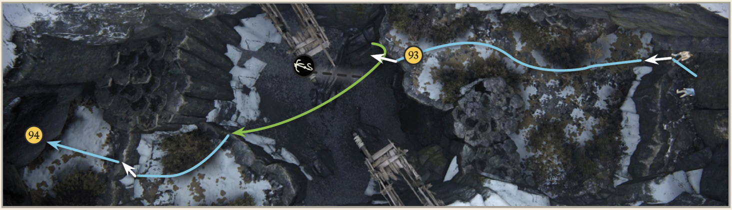


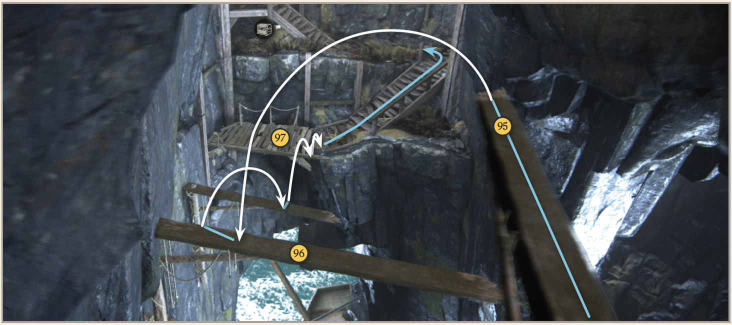
Fig. 8-39. Look for this high tunnel at the back of the terraces area.

Below you, the next guard **(E)** is patrolling. When he moves away, and the other two guards **(F, G)** are looking away, jump down and run to the tall grass behind him **(88)**. From here, you can perform a takedown on **(E)**, leaving only two guards remaining **(89)**. Here, you can simply avoid them and head into the exit cave **(90)**. Or you can shoot them both from your ledge. Or you can try nailing **(F)** with a drop-kill and then quickly ducking behind the crate to hide from the guard **(G)** across the gap. Finally, use your grapple hook to swing across to KO the last guy.

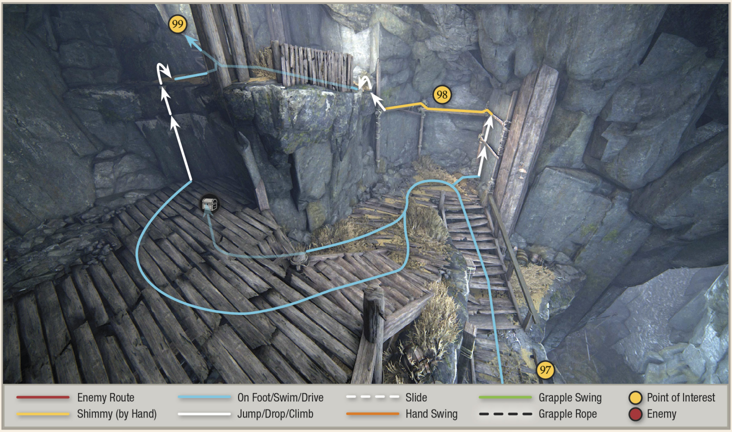
MANEUVER THROUGH THE CAVE TUNNELS







Climb into the cave entrance **(90)**, move through the tunnel to the fallen beam, and examine it to get Sam's help lifting it. Once you get through, jump down onto the rockslide **(91)** and, just before you reach the bottom, jump to the wall **(92)** and climb up. Exit via the cave opening. Move down the ravine to the next grapple point **(93)** and swing up to the opposite terrace. Proceed through the next archway **(94)** into a canyon filled with sagging staircases.



Walk out along the narrow plank **(95)**; Sam notes all the old "pirate-y looking ships" in the cove far below. Jump down to a lower plank **(96)**, then leap to the next lower plank, and finally jump the gap to reach the landing **(97)** where you pick up another automatic journal entry on pirate construction methods. Climb the stairs to the right. Here you can turn left and find a treasure under the staircase ahead. Then either climb the stairs and scale the wall, or climb up the beams on the nearby wall and shimmy **(98)** to where you can pull yourself up onto the ledge. Proceed down the passage **(99)**.

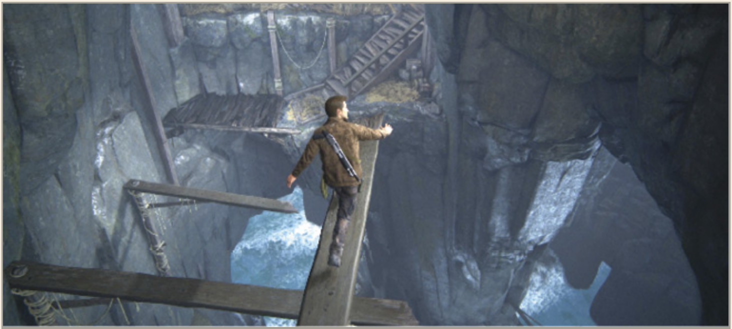
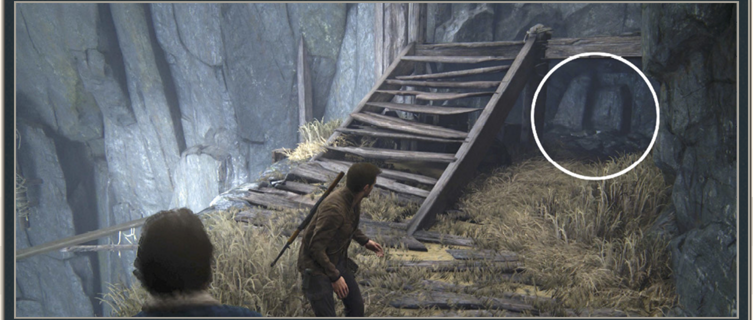


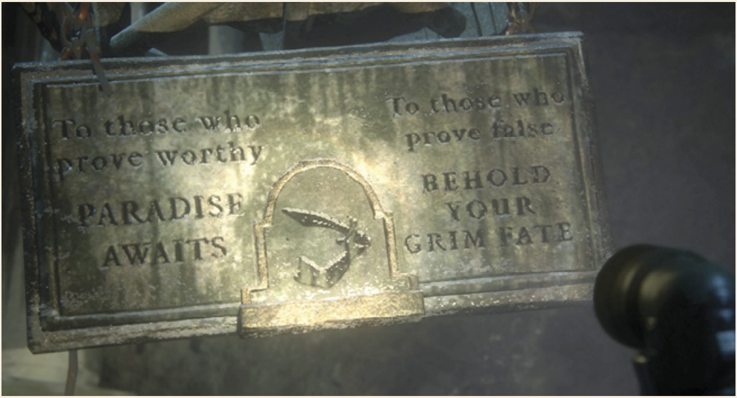
Fig. 8-40. Walk the plank and hop across the rickety support beams to the staircase.

Persian Tailoring Scissors



In the canyon with the old crumbling staircases, find the Persian Tailoring Scissors in an alcove behind the stairs' middle landing.

You emerge from a narrow tunnel onto a stunning vista point, looking back at where you started. Enjoy it for a second…then turn left and enter the next cave mouth. Follow the cave passage through the blue-lit area and squeeze through the narrow wall opening. Head down the stairs and use the lock mechanism to trigger a cutscene: The Drake brothers enter a room with a grim-looking display and a challenge issued to the "worthy" from a surprising source.



Story Walkthrough

Chapter 9: Those Who Prove Worthy

The Scottish adventure continues. The strange shrine in the cavern is part invitation, part warning. Tew's sigil marks the sign, and Avery's sigil is engraved on the display. What challenges lie ahead?

Collectibles

Treasures: 6

Chapter Specific Trophies: "Trials And Tribulations"

Optional Conversations: 1

Optional Journal Notes: 1

Optional Journal Entries: 2

NewWeapons: Turret, Mazur LDR

FIND THE CHALLENGES

Approach the shrine and examine the gibbet on the right to add an **Optional Journal Entry**: The brothers muse on the unfortunates—"those who prove false"—whose remains litter the area while Nathan makes note of Tew's sigil.

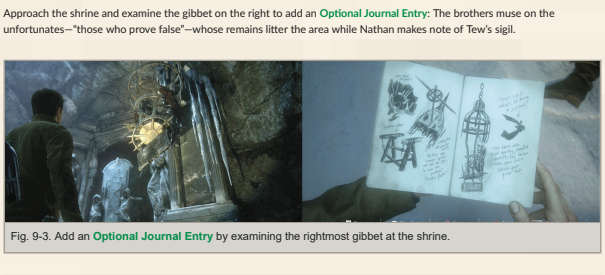
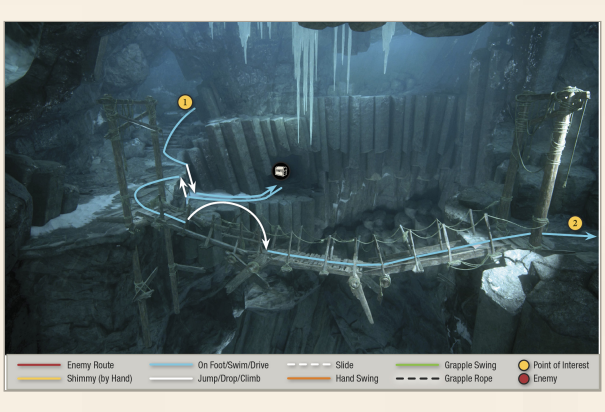
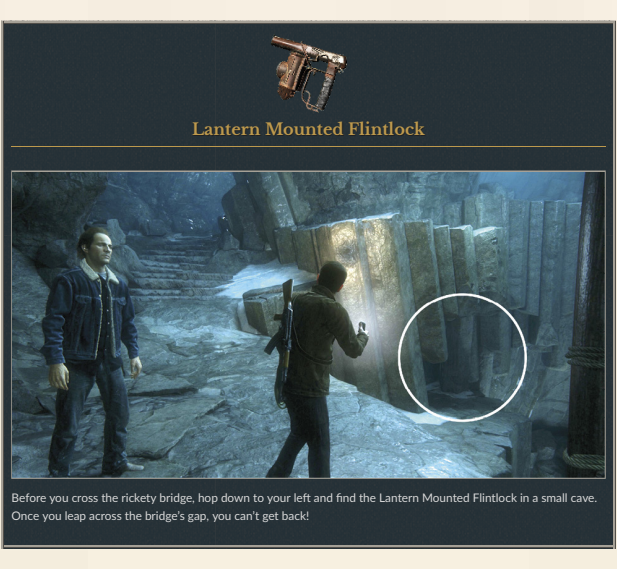


Fig. 9-3. Add an **Optional Journal Entry** by examining the rightmost gibbet at the shrine.



Lantern Mounted Flintlock

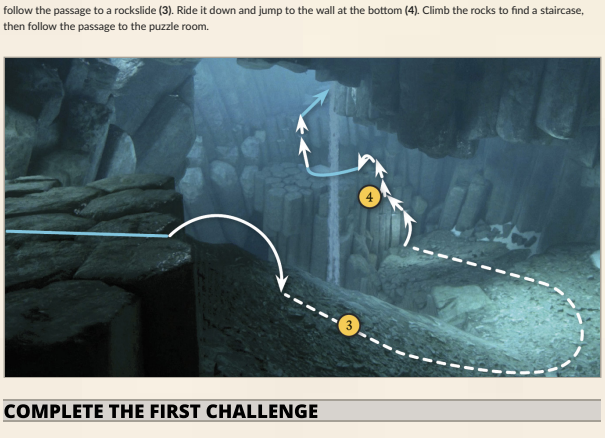


Before you cross the rickety bridge, hop down to your left and find the Lantern Mounted Flintlock in a small cave. Once you leap across the bridge's gap, you can't get back!

NO WAY BACK

Once you hop across the rickety bridge, you can't get back across the bridge's broken gap.

Exit via the passage **(1)** to the shrine's right to see a rickety, unstable bridge. Before you cross it, find a treasure in a small cave down to your left. Then leap across the broken bridge gap and continue up the slope on the opposite side **(2)**. Veer right and follow the passage to a rockslide **(3)**. Ride it down and jump to the wall at the bottom **(4)**. Climb the rocks to find a staircase, then follow the passage to the puzzle room.



COMPLETE THE FIRST CHALLENGE

Entering the puzzle room triggers a short scene: Nathan trips a mechanism that blocks the exit doorway. Then go to the exit door and examine the last guy who tried to unlock it. This triggers another quick scene: The puzzle mechanism activates. Nathan also adds an automatic journal entry with a sketch of the cross order.

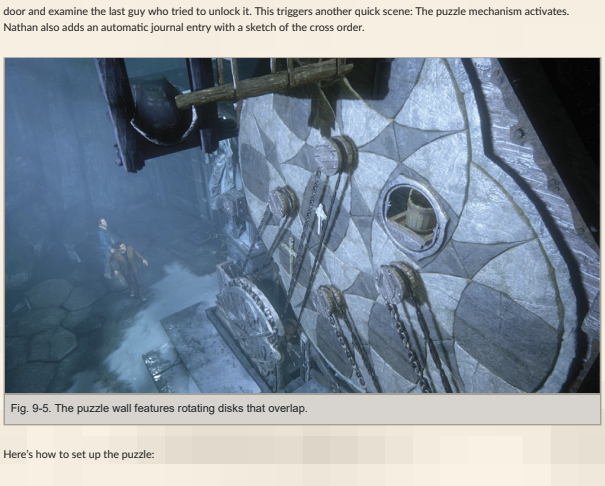


Fig. 9-5. The puzzle wall features rotating disks that overlap.

Here's how to set up the puzzle:

- First, examine the center receptacle to acquire the bucket.
- Next, take the bucket into the pond on the lower level of the cavern. Press ● to fill the bucket with water.
- Approach the spot where Sam stands at the top of the ledge and press ● to hand up the bucket. Then climb to join him. He replaces the full bucket in the center receptacle, which reveals the four crank handles that turn the wheels above. Spotlights cast four circles of light on the puzzle face as well.
- Press the touchpad to bring up the journal page that shows the correct alignment of the crosses and bucket.

The central object of the puzzle is to turn the wall's four overlapping disks so that the three crosses are aligned correctly in the three lower spotlights, and the bucket of water is in the top spotlight where it dumps onto a trough—this action activates the door mechanism so you can unlock it.

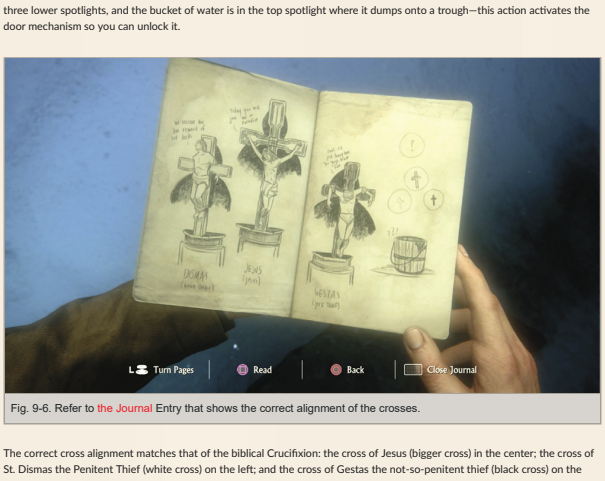


Fig. 9-6. Refer to the Journal Entry that shows the correct alignment of the crosses.

The correct cross alignment matches that of the biblical Crucifixion: the cross of Jesus (bigger cross) in the center; the cross of St. Dismas the Penitent Thief (white cross) on the left; and the cross of Gestas the not-so-penitent thief (black cross) on the right. Once the crosses and bucket are correctly aligned, you can unlock the exit door. Note, however, that if you try to unlock the door when the puzzle is *incorrectly* aligned, a set of razor-sharp blades shoots from the wall at the lock.

Let's number the crank handles 1 to 4, from left to right. Here's a solution sequence:

- Turn crank 1 clockwise one time.
- Turn crank 3 clockwise one time.
- Turn crank 1 clockwise two times. This moves the bucket up to the top disk.
- Turn crank 3 clockwise one time.
- Turn crank 2 clockwise one time. This moves the bucket into the top slot and slides the black cross onto the bottom disk.
- Turn crank 3 clockwise one time.

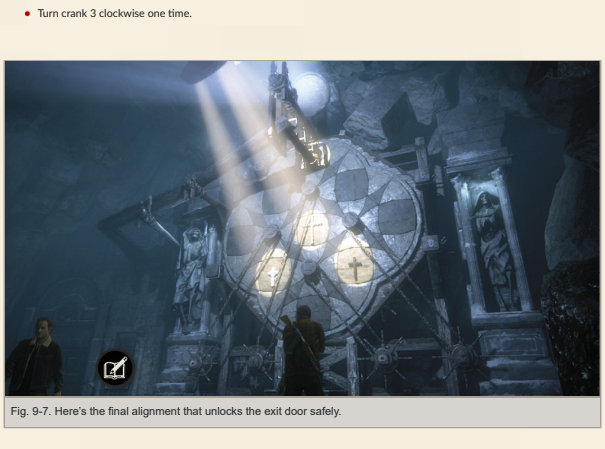


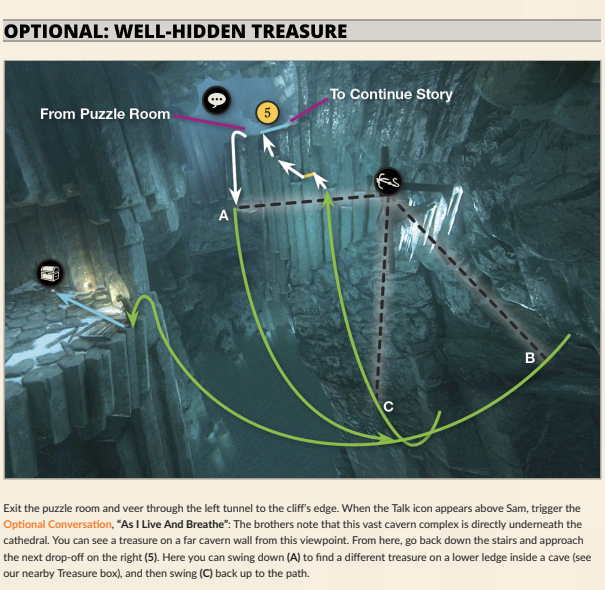
Fig. 9-7. Here's the final alignment that unlocks the exit door safely.

TRIALS AND TRIBULATIONS TROPHY

You receive this trophy for completing the three-cross puzzle in ten moves or less. Luckily you have this guide and can do it in seven moves.

Now you can safely use the lock mechanism at the exit door to open the passage. After the door opens, don't forget to add the **Optional Journal Entry** at the Lock Mechanism. It's an amusing depiction of what Nathan felt when reaching into the lock hole.

OPTIONAL: WELL-HIDDEN TREASURE



Exit the puzzle room and veer through the left tunnel to the cliff's edge. When the Talk icon appears above Sam, trigger the Optional Conversation, **"As I Live And Breathe"**. The brothers note that this vast cavern complex is directly underneath the cathedral. You can see a treasure on a far cavern wall from this viewpoint. From here, go back down the stairs and approach the next drop-off on the right **(5)**. Here you can swing down **(A)** to find a different treasure on a lower ledge inside a cave (see our nearby Treasure box), and then swing **(C)** back up to the path.

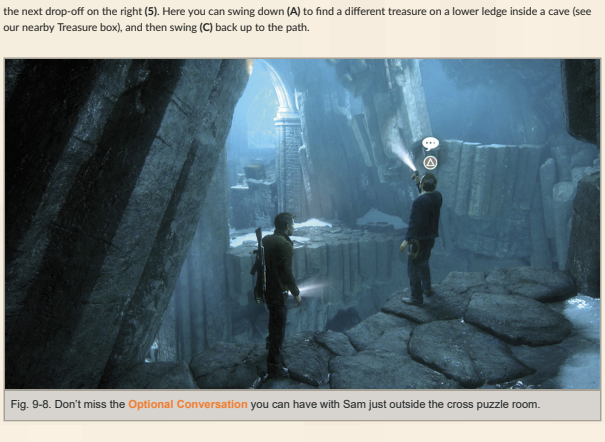
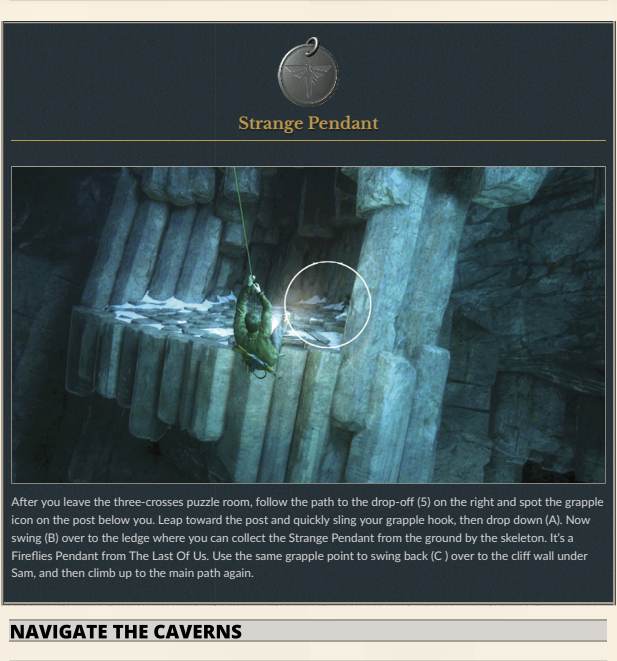


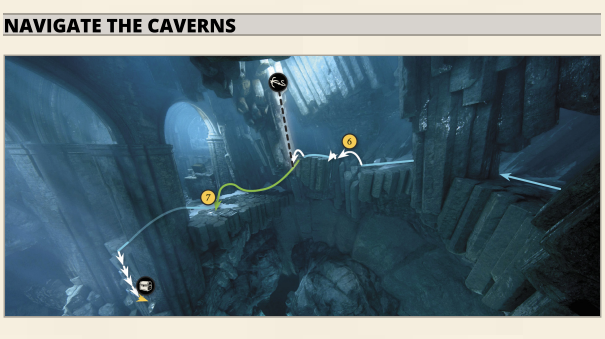
Fig. 9-8. Don't miss the Optional Conversation you can have with Sam just outside the cross puzzle room.

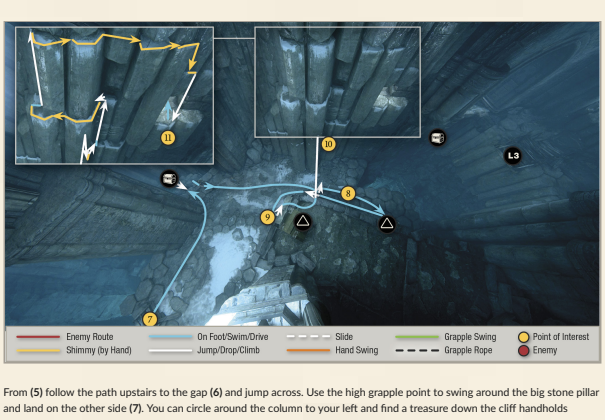
Strange Pendant



After you leave the three-crosses puzzle room, follow the path to the drop-off (5) on the right and spot the grapple icon on the post below you. Leap toward the post and quickly sling your grapple hook, then drop down (A). Now swing (B) over to the ledge where you can collect the Strange Pendant from the ground by the skeleton. It's a Fireflies Pendant from The Last Of Us. Use the same grapple point to swing back (C) over to the cliff wall under Sam, and then climb up to the main path again.

NAVIGATE THE CAVERNS





From **(5)** follow the path upstairs to the gap **(6)** and jump across. Use the high grapple point to swing around the big stone pillar and land on the other side **(7)**. You can circle around the column to your left and find a treasure down the cliff handholds between the two columns.

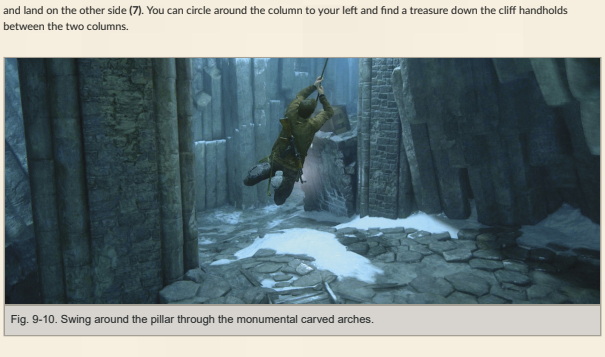
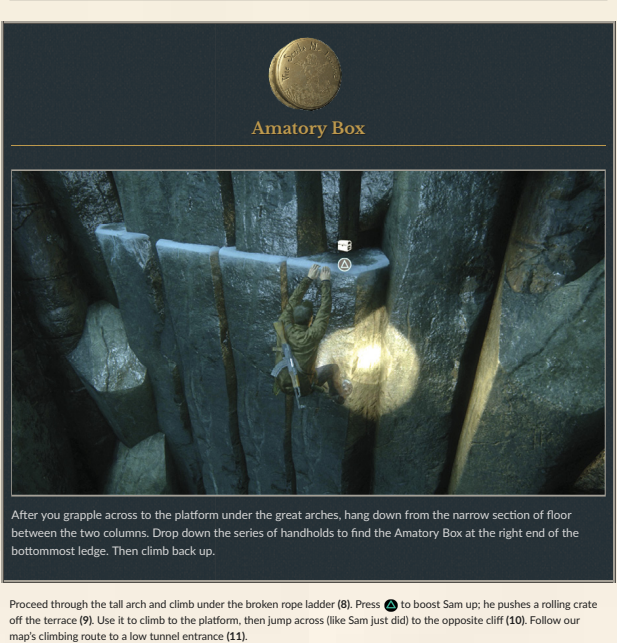


Fig. 9-10. Swing around the pillar through the monumental carved arches.

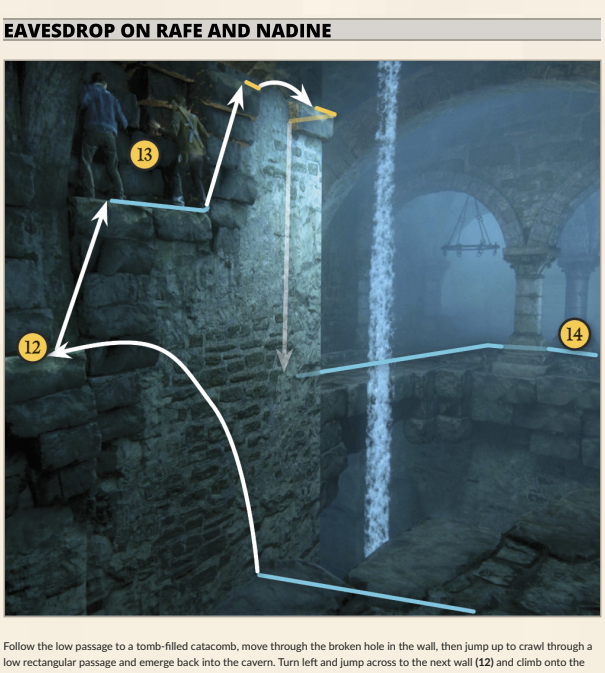
Amatory Box



After you grapple across to the platform under the great arches, hang down from the narrow section of floor between the two columns. Drop down the series of handholds to find the Amatory Box at the right end of the bottommost ledge. Then climb back up.

Proceed through the tall arch and climb under the broken rope ladder **(8)**. Press ● to boost Sam up; he pushes a rolling crate off the terrace **(9)**. Use it to climb to the platform, then jump across (like Sam just did) to the opposite cliff **(10)**. Follow our map's climbing route to a low tunnel entrance **(11)**.

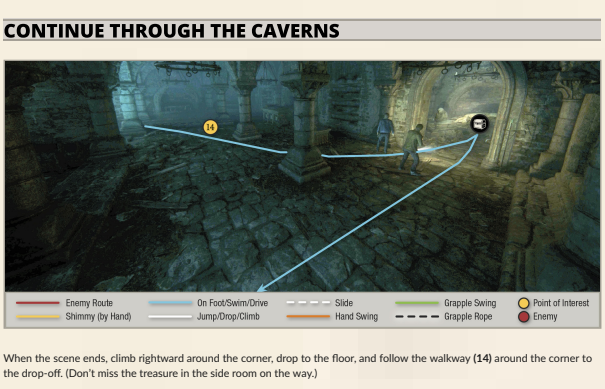
EAVESDROP ON RAFE AND NADINE



Follow the low passage to a tomb-filled catacomb, move through the broken hole in the wall, then jump up to crawl through a low rectangular passage and emerge back into the cavern. Turn left and jump across to the next wall **(12)** and climb onto the ledge **(13)** to trigger a long scene: Sam and Nathan eavesdrop on Rafe and Nadine. You learn that Shoreline's blasting has revealed a new annexed area under the cathedral.

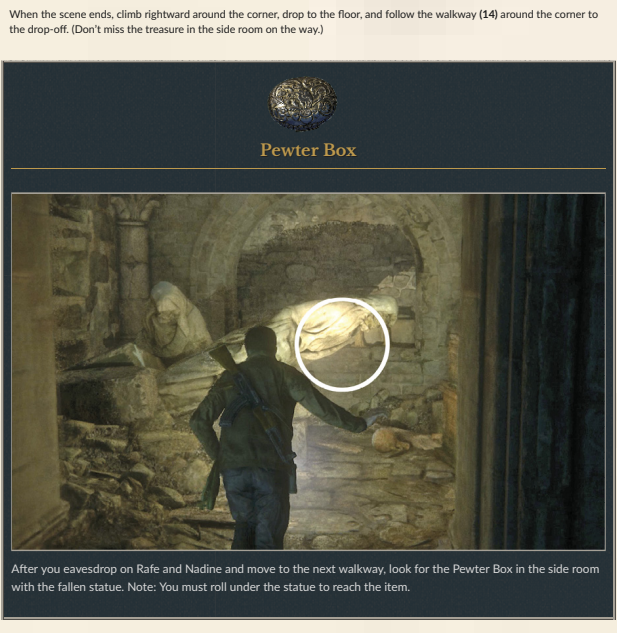
Fig. 9-13. The Drakes listen in on Rafe and Nadine who are at odds about the excavation.

CONTINUE THROUGH THE CAVERNS

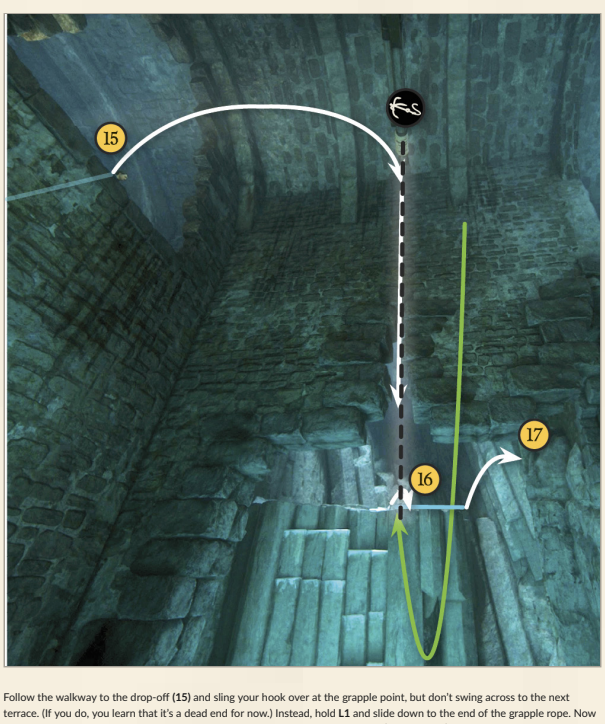


When the scene ends, climb rightward around the corner, drop to the floor, and follow the walkway **(14)** around the corner to the drop-off. (Don't miss the treasure in the side room on the way.)

Pewter Box



After you eavesdrop on Rafe and Nadine and move to the next walkway, look for the Pewter Box in the side room with the fallen statue. Note: You must roll under the statue to reach the item.



Follow the walkway to the drop-off **(15)** and sling your hook over at the grapple point, but don't swing across to the next terrace. (If you do, you learn that it's a dead end for now.) Instead, hold **L1** and slide down to the end of the grapple rope. Now you can see underneath the broken wall to your left, and spot a platform beyond (see Fig 9-15).

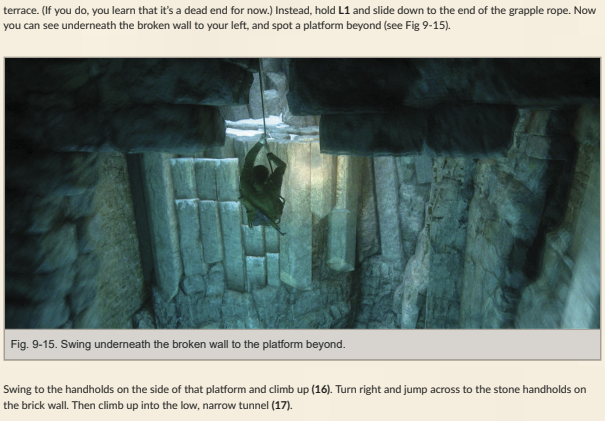
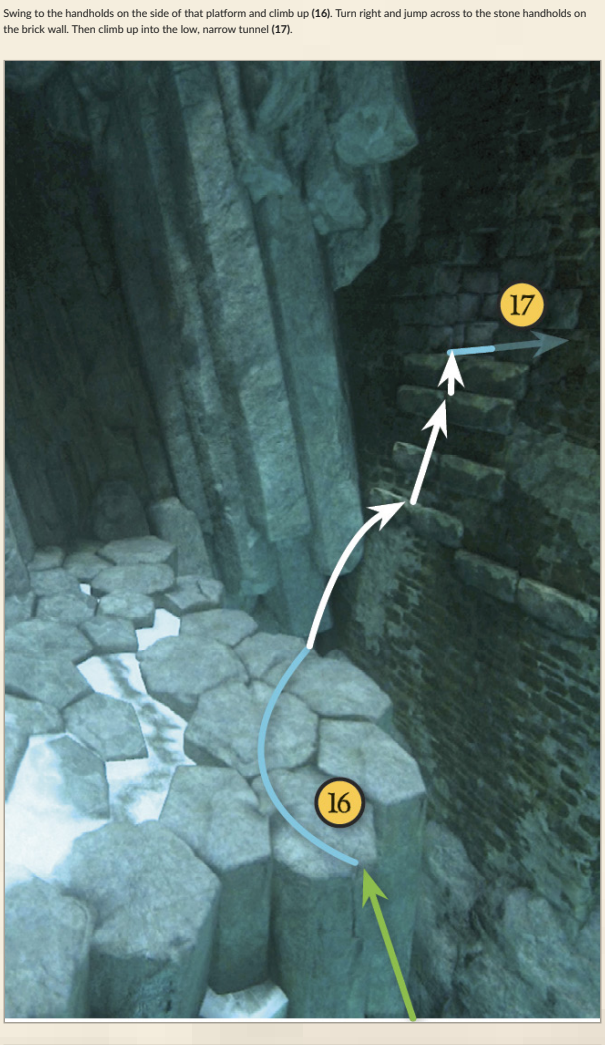
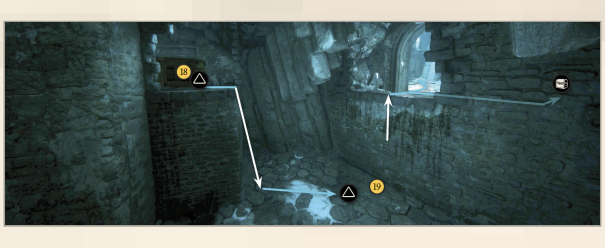
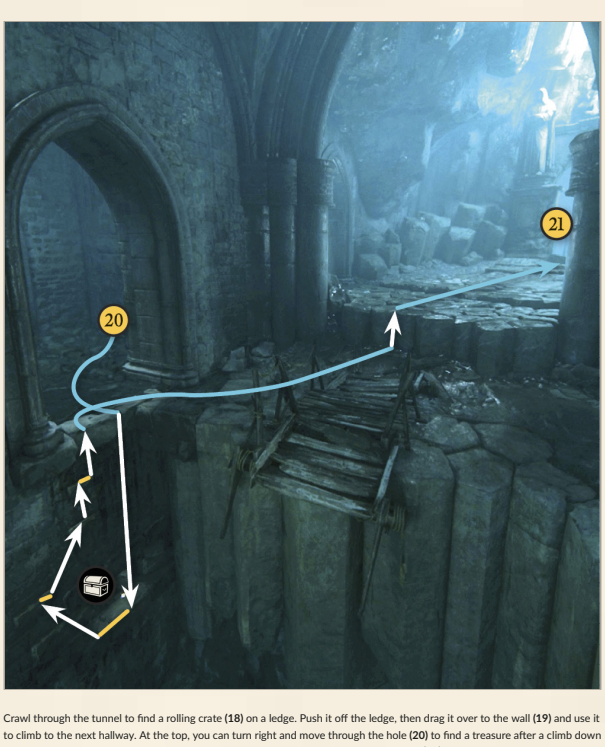


Fig. 9-15. Swing underneath the broken wall to the platform beyond.

Swing to the handholds on the side of that platform and climb up **(16)**. Turn right and jump across to the stone handholds on the brick wall. Then climb up into the low, narrow tunnel **(17)**.







Crawl through the tunnel to find a rolling crate **(18)** on a ledge. Push it off the ledge, then drag it over to the wall **(19)** and use it to climb to the next hallway. At the top, you can turn right and move through the hole **(20)** to find a treasure after a climb down the wall. Then climb back up, walk past the bridge remnant and move through the arches **(21)** past the massive hooded statues.

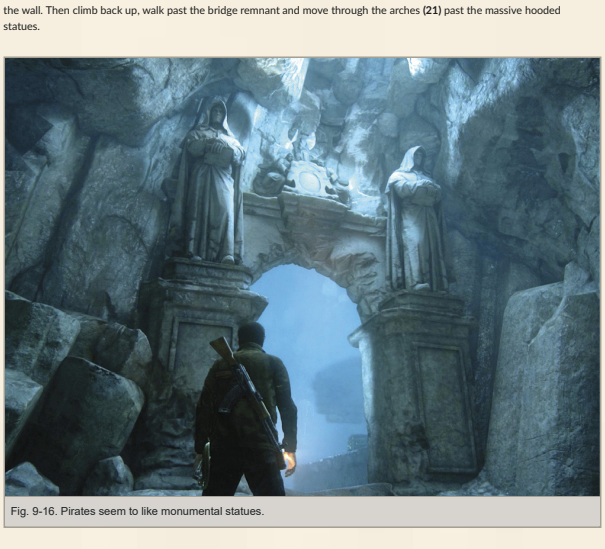
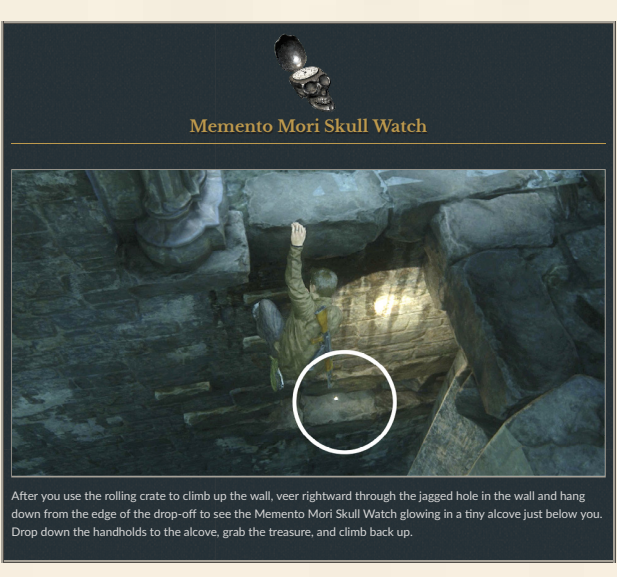
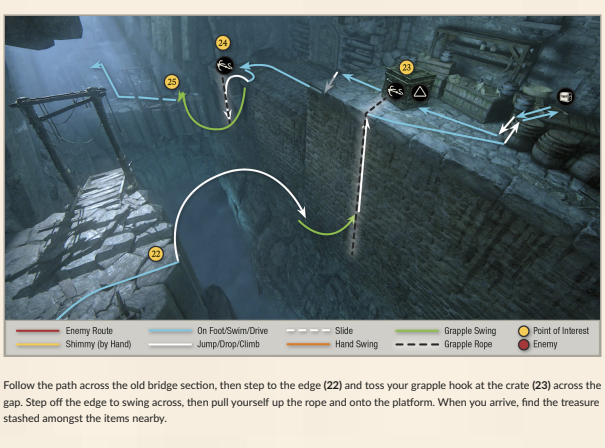


Fig. 9-16. Pirates seem to like monumental statues.

Memento Mori Skull Watch



After you use the rolling crate to climb up the wall, veer rightward through the jagged hole in the wall and hang down from the edge of the drop-off to see the Memento Mori Skull Watch glowing in a tiny alcove just below you. Drop down the handholds to the alcove, grab the treasure, and climb back up.



Follow the path across the old bridge section, then step to the edge **(22)** and toss your grapple hook at the crate **(23)** across the gap. Step off the edge to swing across, then pull yourself up the rope and onto the platform. When you arrive, find the treasure stashed amongst the items nearby.

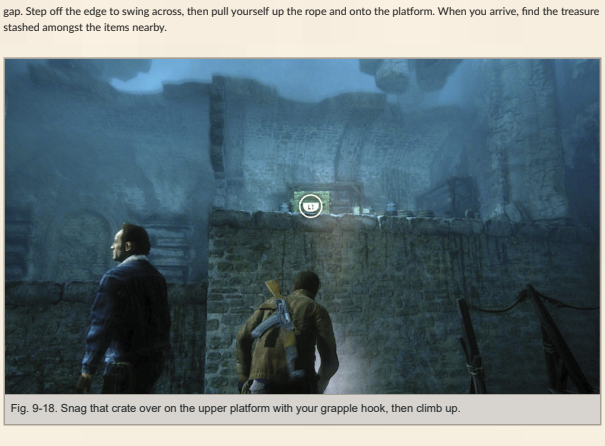
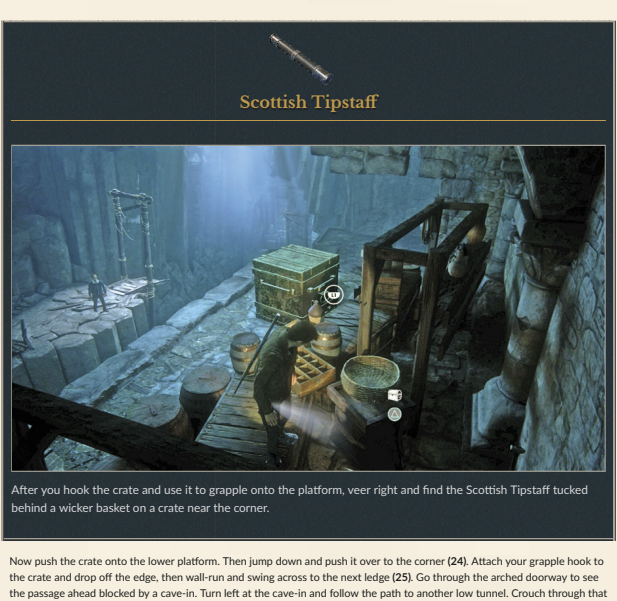


Fig. 9-18. Snag that crate over on the upper platform with your grapple hook, then climb up.

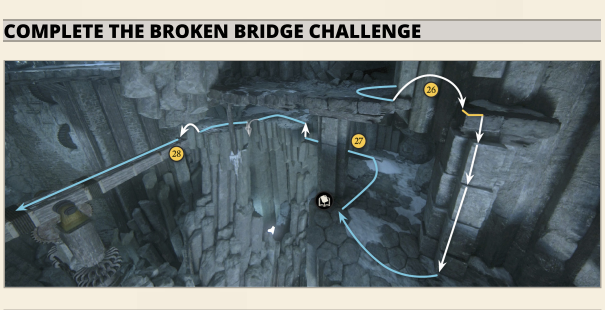
Scottish Tipstaff

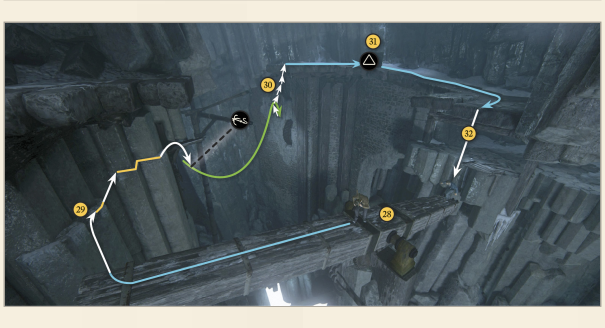


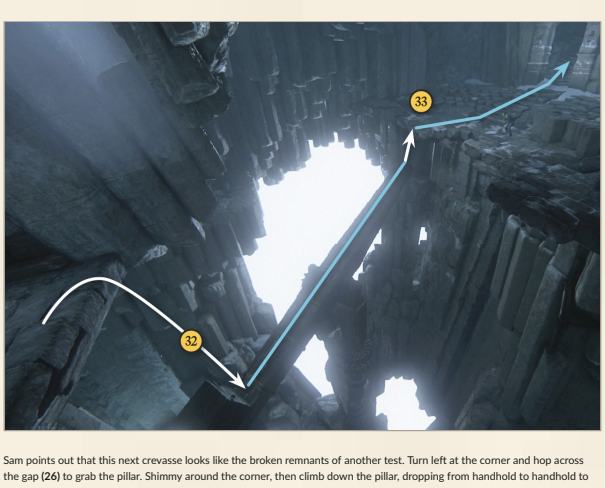
After you hook the crate and use it to grapple onto the platform, veer right and find the Scottish Tipstaff tucked behind a wicker basket on a crate near the corner.

Now push the crate onto the lower platform. Then jump down and push it over to the corner **(24)**. Attach your grapple hook to the crate and drop off the edge, then wall-run and swing across to the next ledge **(25)**. Go through the arched doorway to see the passage ahead blocked by a cave-in. Turn left at the cave-in and follow the path to another low tunnel. Crouch through that tunnel into the next cavern.

COMPLETE THE BROKEN BRIDGE CHALLENGE







Sam points out that this next crevasse looks like the broken remnants of another test. Turn left at the corner and hop across the gap **(26)** to grab the pillar. Shimmy around the corner, then climb down the pillar, dropping from handhold to handhold to descend. Find the **Optional Journal Note** on the ground: a final note from the unfortunate pirate captain, Thomas Howard.

Fig. 9-20. Find Capt. Howard's note. Looks like you're on the right path.

Walk carefully across the narrow beam **(27)**, then jump to the platform and hop onto the seesaw bridge **(28)**. When you get aboard, the structure on the far side collapses! Now you can't make the jump up to that side. Walk forward across the bridge until Sam calls you back toward him; turn around and walk back as he hops onto the bridge to weigh down his end. Now turn back again, walk to the far end of the bridge, and leap off the right side to grab the handhold **(29)** on the wall.

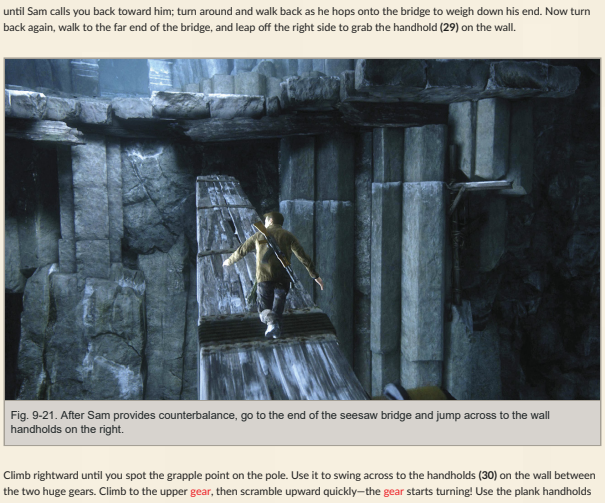


Fig. 9-21. After Sam provides counterbalance, go to the end of the seesaw bridge and jump across to the wall handholds on the right.

Climb rightward until you spot the grapple point on the pole. Use it to swing across to the handholds **(30)** on the wall between the two huge gears. Climb to the upper gear, then scramble upward quickly—the gear starts turning! Use the plank handholds and another gear to reach the platform above.

Push the crate **(31)** down the slope until it drops **(32)** onto the end of the seesaw bridge. This whips Sam up onto the far platform. Now jump down onto the bridge—it starts swiveling to the left! Run across the bridge and jump from the far end toward Sam **(33)**; Sam grabs Nathan and pulls him onto the platform.

Climb the long staircase, then descend to the door. Use the mechanism at right to unlock the door and trigger a long scene: The brothers enter the next challenge room, and find a clue to a new destination. Unfortunately, they also run into Nadine and crew. Nadine makes a hasty move…and the cavern starts to collapse!

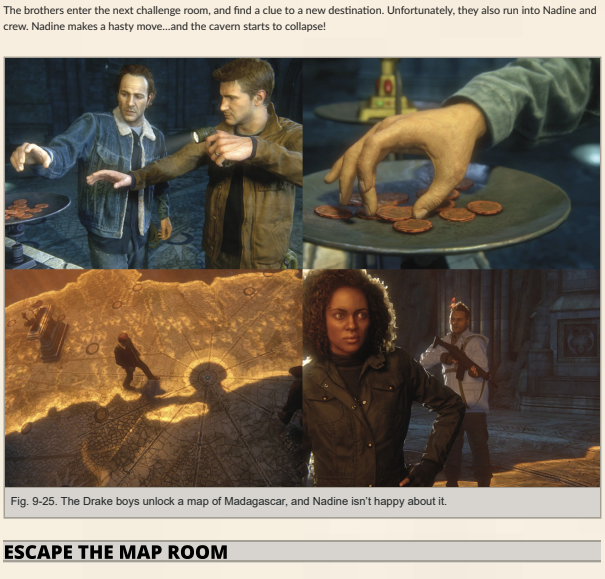
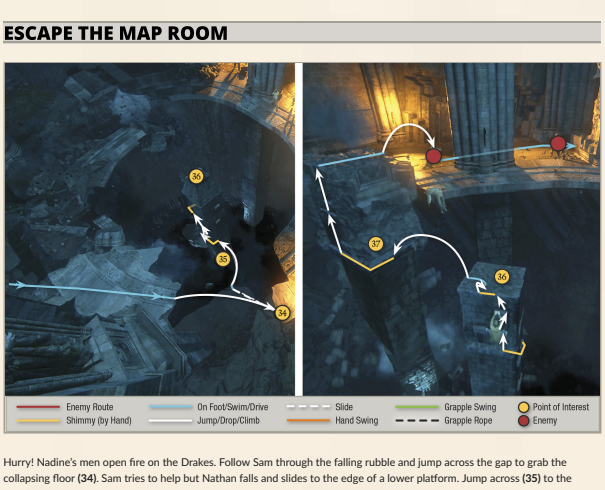


Fig. 9-25. The Drake boys unlock a map of Madagascar, and Nadine isn't happy about it.

ESCAPE THE MAP ROOM



Hurry! Nadine's men open fire on the Drakes. Follow Sam through the falling rubble and jump across the gap to grab the collapsing floor **(34)**. Sam tries to help but Nathan falls and slides to the edge of a lower platform. Jump across **(35)** to the center pillar and climb the handholds upward and leftward until you reach the top **(36)**.

After part of the next pillar collapses, jump across to it and slide around the corner **(37)** to the left to cut off the shooters' angles. Climb to the top of the second pillar; as it teeters toward the platform, make a jump tackle directly onto the closest mercenary soldier for a quick vertical takedown. Nathan automatically snatches his gun. Start gunning down the other hostile shooters.

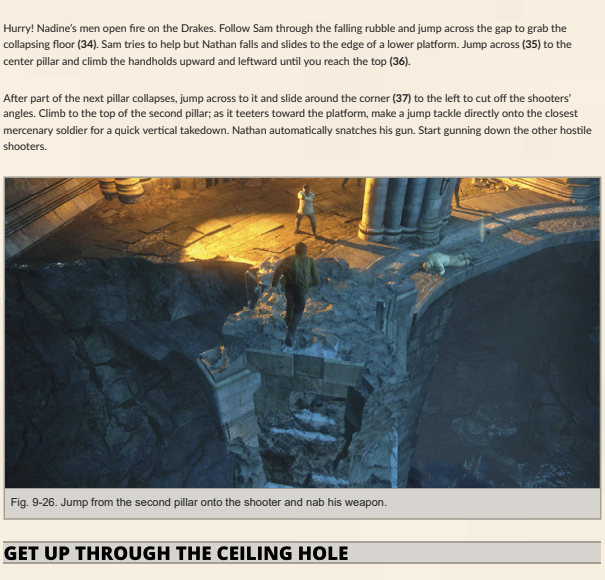
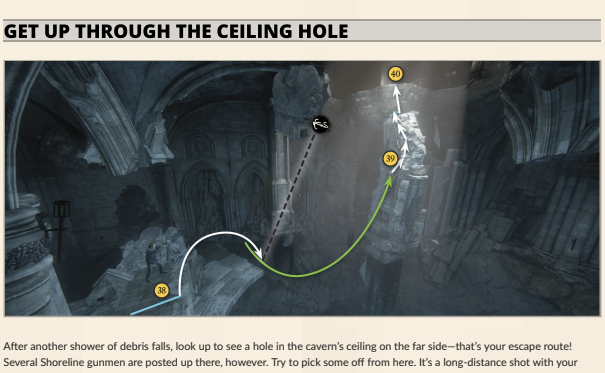


Fig. 9-26. Jump from the second pillar onto the shooter and nab his weapon.

GET UP THROUGH THE CEILING HOLE



After another shower of debris falls, look up to see a hole in the cavern's ceiling on the far side—that's your escape route! Several Shoreline gunmen are posted up there, however. Try to pick some off from here. It's a long-distance shot with your pistol, but if you can nail a few bad guys now, your upcoming swing and climb is much easier.

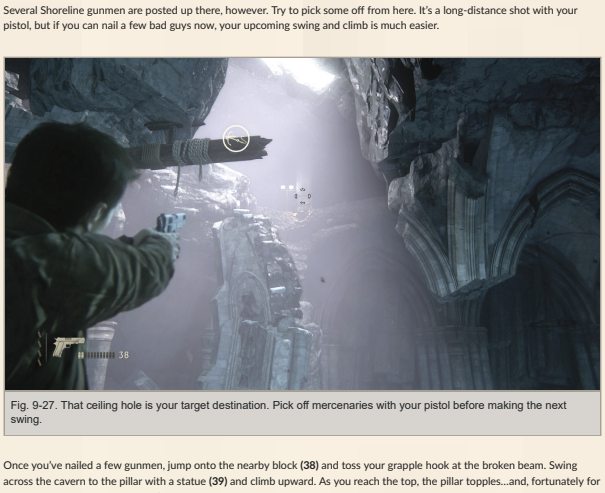


Fig. 9-27. That ceiling hole is your target destination. Pick off mercenaries with your pistol before making the next swing.

Once you've nailed a few gunmen, jump onto the nearby block **(38)** and toss your grapple hook at the broken beam. Swing across the cavern to the pillar with a statue **(39)** and climb upward. As you reach the top, the pillar topples…and, fortunately for Nathan, slams against the cavern's far wall.

Now you can scramble up to hang on the platform **(40)**. Be ready: as many as four

tough mercenaries can be waiting on the platform if you didn't pick them off from below. A good trick is to just hang on the platform's edge to cut off enemy shooting angles; let goons come to you and then try to pull each one over the edge. Note that these toughs don't go over easily; when you grab them, they resist. Quickly tap ● to win any struggle and pull them down.

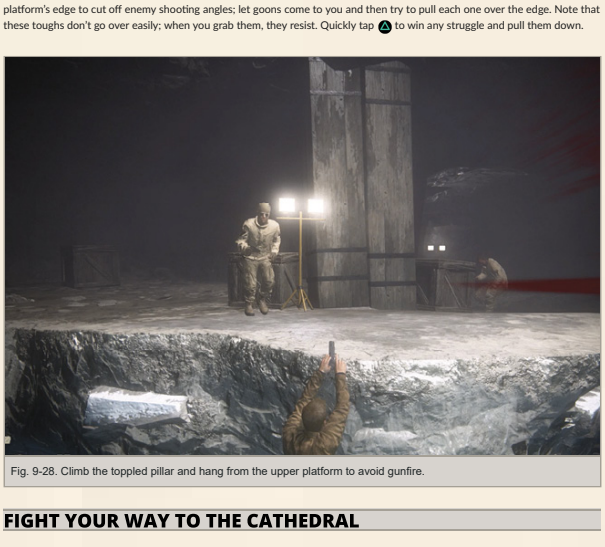


Fig. 9-28. Climb the toppled pillar and hang from the upper platform to avoid gunfire.

FIGHT YOUR WAY TO THE CATHEDRAL

Now fight your way down the exit tunnel. The resistance is stiff, so use the plentiful cover and toss dynamite ahead of you down the passage. Target the red explosive barrels marked by an "X" when enemies are near them for big damage and easy kills. (You find these barrels placed at regular intervals in the tunnel.) Be sure to pick up ammo and a rifle or the Spezzotti 12 Gauge shotgun as you advance. Eventually you emerge into the daylight.

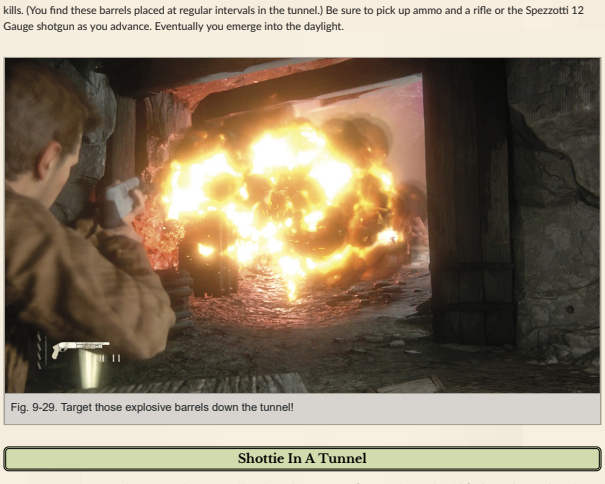


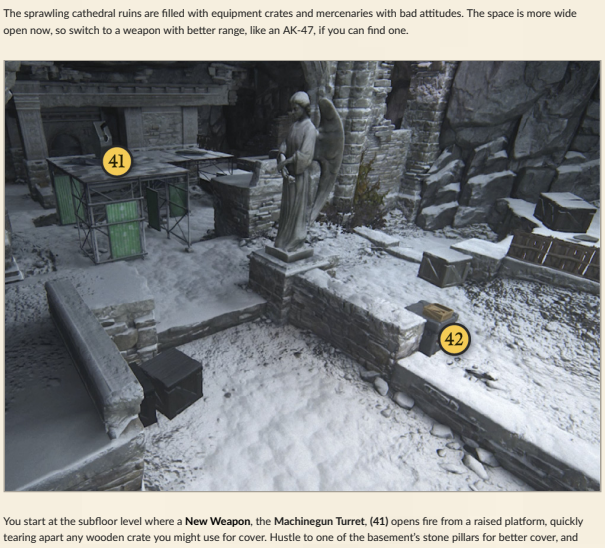
Fig. 9-29. Target those explosive barrels down the tunnel!

Shottie In A Tunnel

A Spezzotti 12-Gauge shotgun works quite well in the tight quarters of a tunnel. You should find one dropped by the first batch of fallen foes. Use it!

TAKE OUT THE TURRET!

The sprawling cathedral ruins are filled with equipment crates and mercenaries with bad attitudes. The space is more wide open now, so switch to a weapon with better range, like an AK-47, if you can find one.



You start at the subfloor level where a **New Weapon**, the **Machinegun Turret**, **(41)** opens fire from a raised platform, quickly tearing apart any wooden crate you might use for cover. Hustle to one of the basement's stone pillars for better cover, and then return fire. Target that turret first! Use dynamite if you've got it. (Look for a box of dynamite **(42)** down on a low wall near the big angel statue.) Once the gunner is down, stop others from manning it, and hop onto the platform and use the machinegun to decimate the remaining goons below to your left. (If you don't use the turret, other Shoreline goons will try.)

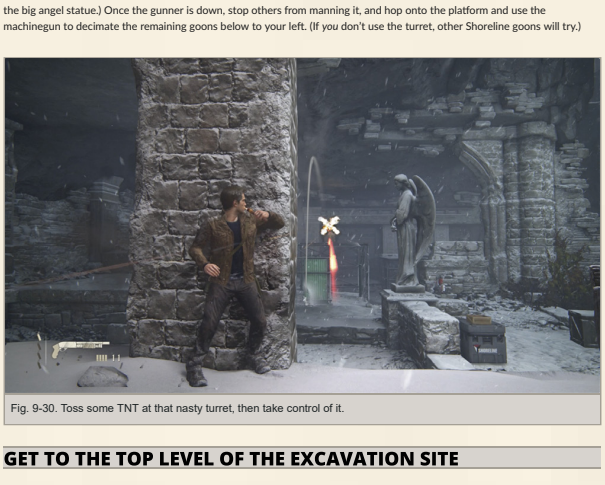
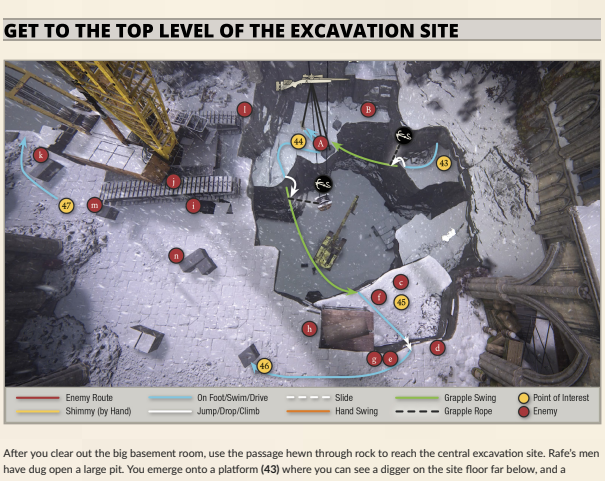


Fig. 9-30. Toss some TNT at that nasty turret, then take control of it.

GET TO THE TOP LEVEL OF THE EXCAVATION SITE



After you clear out the big basement room, use the passage hewn through rock to reach the central excavation site. Rafe's men have dug open a large pit. You emerge onto a platform **(43)** where you can see a digger on the site floor far below, and a massive crane above you on the top level. You also see a red targeting laser flashing around Nathan. Sniper! Quickly target the sniper **(A)** on the platform to your right **(44)** and then nail the other gunman **(B)** over there too. When both are down, the shooting stops until you use the grapple point to swing over to that platform. Alternatively, you could grapple to the ledge, perform a vertical takedown from the rope, and then rush the second guard using a melee attack to take him down too.

Get ready: When you land on that platform, two more shooters **(C, D)** drop onto the ledges across the pit **(45)** and open fire. Grab the **New Weapon**, the **Mazur LDR** rifle that the sniper dropped on your ledge, and pick them off. Quickly find more sniper ammo on the crate nearby, and stay in cover as another squad of shooters **(E, F, G, H)** deploys onto the far ledges. This squad includes a pair of snipers and two grenadiers. Patiently pick them off, one by one.

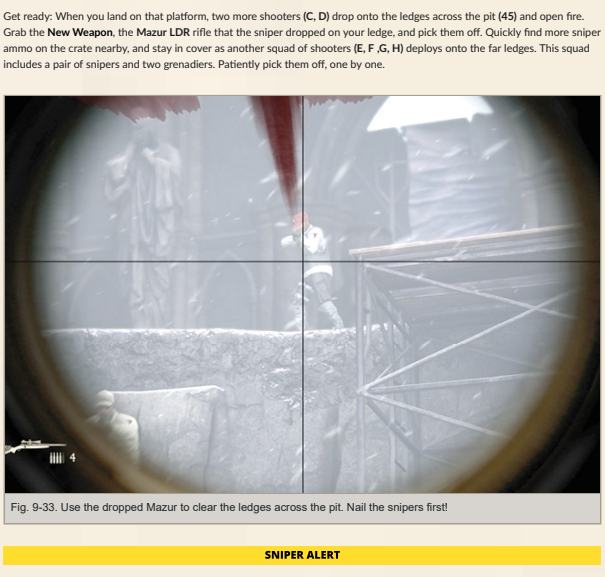


Fig. 9-33. Use the dropped Mazur to clear the ledges across the pit. Nail the snipers first!

SNIPER ALERT

Snipers wielding high-powered rifles with laser sights are posted around the central excavation hole and beyond. Remember to tap ● to evade when a red targeting laser flashes on Nathan.

CAUTION

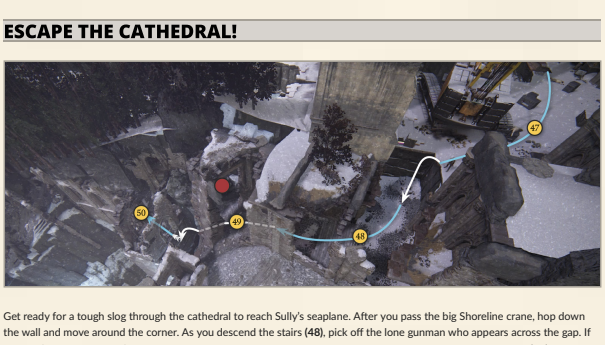
Press ● to Evade Laser Targeting

When those red lasers lock in on you, take evasive action! A good tactic against snipers is to rush in close for a melee attack.

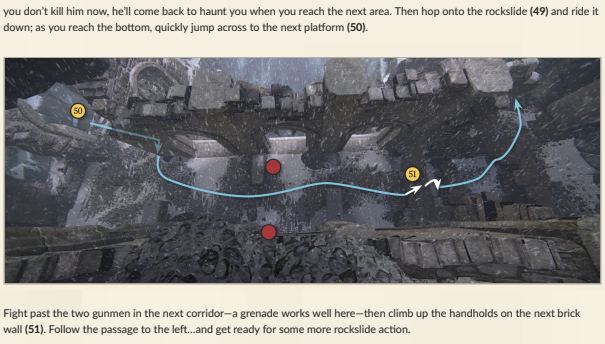
When the far ledges are silenced, use the high grapple point—the big crane hook above the pit—to swing across to the far side. The moment you land, two more goons **(I, J)** advance at you. Climb the scaffold and find immediate cover behind any Shoreline crate **(46)**, which is sturdier than the wooden crates.

As soon as you drop the two attackers, four last mercenaries **(K, L, M, N)** move into position over by the crane. Look out: Guard **(L)** hops on the crane tread to get a better shooting angle at you. Pick them off, then proceed past the crane **(47)**. Sully flies overhead and checks in with the boys, then lands down in the water below.

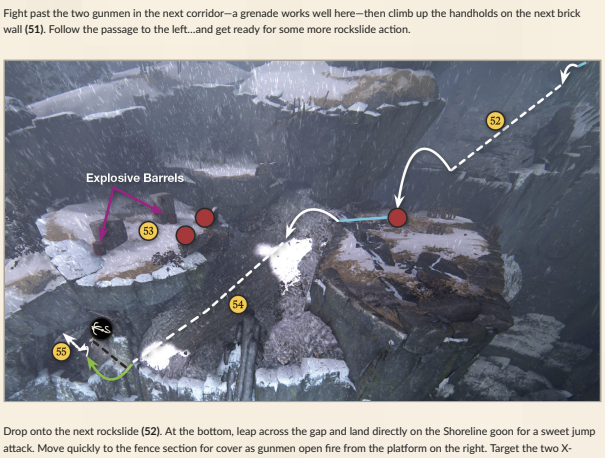
ESCAPE THE CATHEDRAL!



Get ready for a tough slog through the cathedral to reach Sully's seaplane. After you pass the big Shoreline crane, hop down the wall and move around the corner. As you descend the stairs **(48)**, pick off the lone gunman who appears across the gap. If you don't kill him now, he'll come back to haunt you when you reach the next area. Then hop onto the rockslide **(49)** and ride it down; as you reach the bottom, quickly jump across to the next platform **(50)**.



Fight past the two gunmen in the next corridor—a grenade works well here—then climb up the handholds on the next brick wall **(51)**. Follow the passage to the left…and get ready for some more rockslide action.



Drop onto the next rockslide **(52)**. At the bottom, leap across the gap and land directly on the Shoreline goon for a sweet jump attack. Move quickly to the fence section for cover as gunmen open fire from the platform on the right. Target the two X-marked explosive barrels **(53)** near the big stone blocks to clear that platform fast!

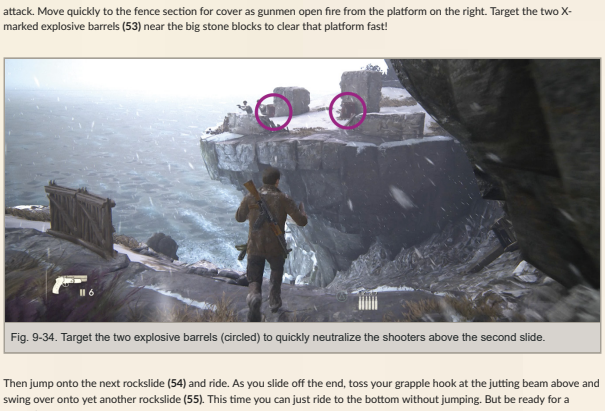
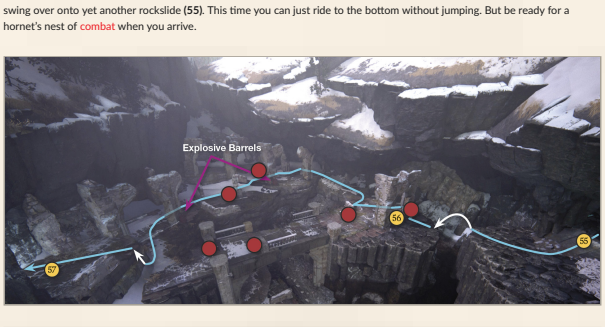
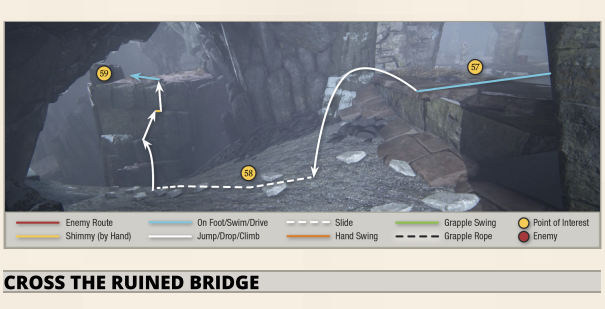


Fig. 9-34. Target the two explosive barrels (circled) to quickly neutralize the shooters above the second slide.

Then jump onto the next rockslide **(54)** and ride. As you slide off the end, toss your grapple hook at the jutting beam above and swing over onto yet another rockslide **(55)**. This time you can just ride to the bottom without jumping. But be ready for a hornet's nest of combat when you arrive.





CROSS THE RUINED BRIDGE

A Shoreline squad is deployed in the ruins of a great stone bridge ahead, but you have no cover on the platform where you land. So quickly hop across the gap to the stone arch **(56)**. One gunman is behind the arch, so eliminate him first. Then use the arch for cover as you target the other gunmen firing at you. As always, keep a sharp eye out for explosive barrels you can target.

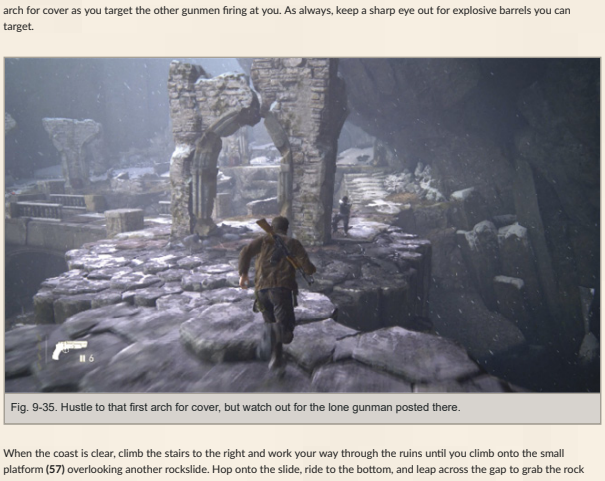


Fig. 9-35. Hustle to that first arch for cover, but watch out for the lone gunman posted there.

When the coast is clear, climb the stairs to the right and work your way through the ruins until you climb onto the small platform **(57)** overlooking another rockslide. Hop onto the slide, ride to the bottom, and leap across the gap to grab the rock ledge **(58)**. Climb onto the platform and take cover behind the low black rock wall **(59)** on the left.

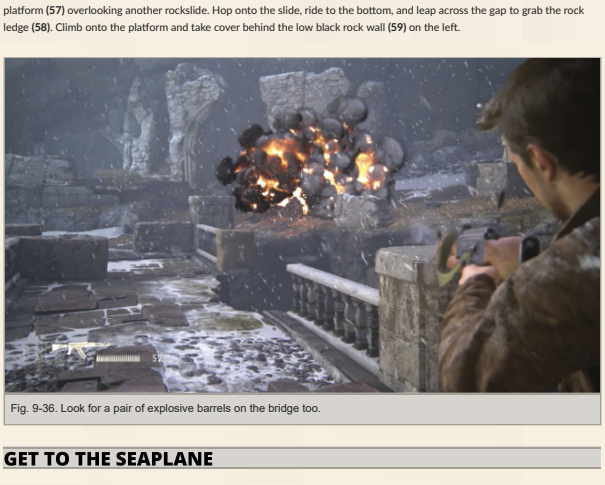
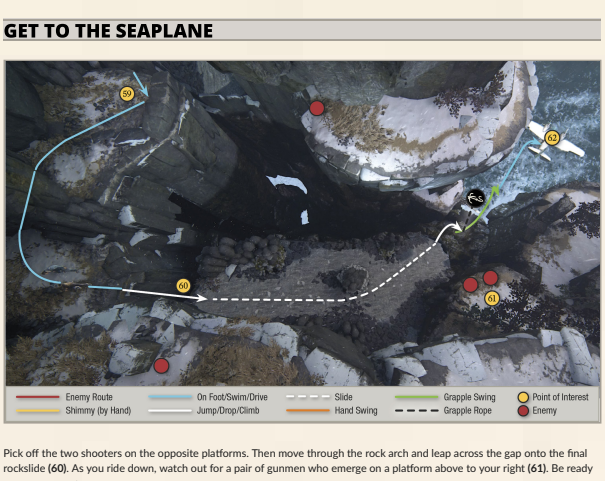


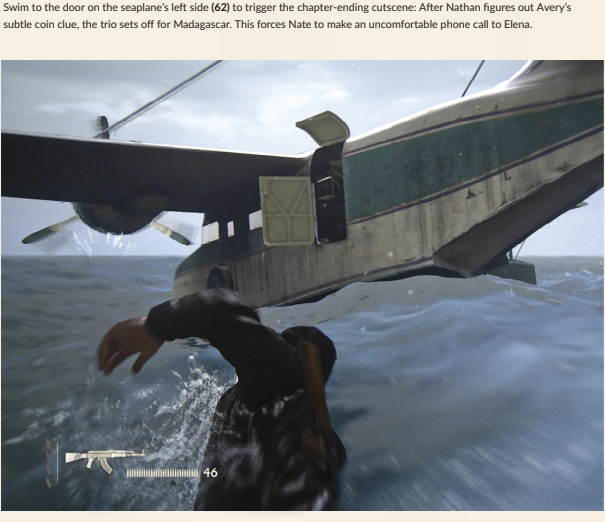
Fig. 9-36. Look for a pair of explosive barrels on the bridge too.

GET TO THE SEAPLANE



Pick off the two shooters on the opposite platforms. Then move through the rock arch and leap across the gap onto the final rockslide **(60)**. As you ride down, watch out for a pair of gunmen who emerge on a platform above to your right **(61)**. Be ready at the rockslide's bottom to fling your grapple hook at the wooden beam above. Then swing out to a splash landing in the water. Here you can target the final attackers, if you want.

Swim to the door on the seaplane's left side **(62)** to trigger the chapter-ending cutscene: After Nathan figures out Avery's subtle coin clue, the trio sets off for Madagascar. This forces Nate to make an uncomfortable phone call to Elena.



UNCHARTED 4
A Thief's End

Story Walkthrough

Chapter 10: The Twelve Towers

Nathan, Sam, and Sully load into a 4x4 and set off towards the picturesque volcano in the distance. The satellite GPS is getting no signal, but the way is marked...if you know what to look for.

Collectibles

Cairns (Rock Piles): 16

Treasures: 15

Optional Conversations: 2

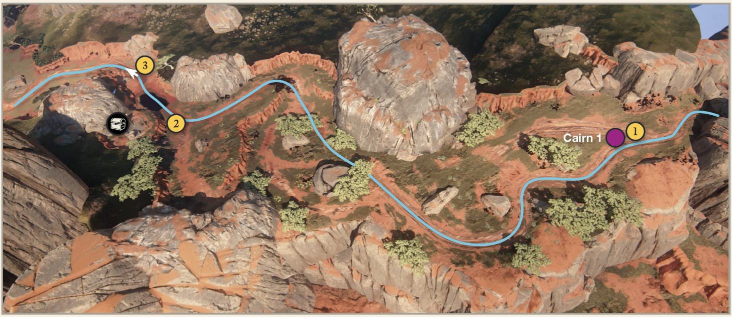
Optional Journal Notes: 2

Optional Journal Entries: 4

Chapter Specific Trophy: “Not a Cairn in the World”

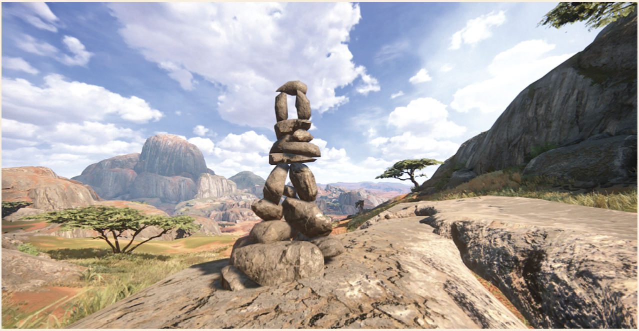
New Weapons: Mk-NDI, FAL, Raffica, China Lake GL, RPG (Crushing/Hard)

FIND A WAY TO THE BRIDGE



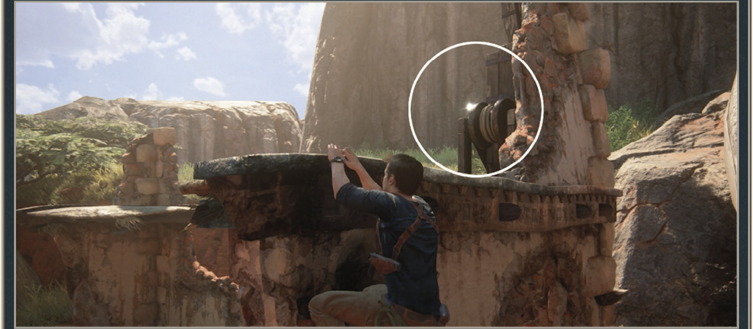
Press **R2** to accelerate, **L2** to brake or reverse, and □ to use the hand brake. Follow the tire tracks to where the trail splits **(1)** at the Cairn (1), a pile of rocks that serves as a route marker. Hit the Cairn with your vehicle to knock it over. Take the left fork. Stay on the old dirt road until Sully points out the ruins of an old house **(2)** on the left. Here you can press △ to hop out of the 4x4 and find a treasure in the ruins.

Trophy: Not A Cairn In The World

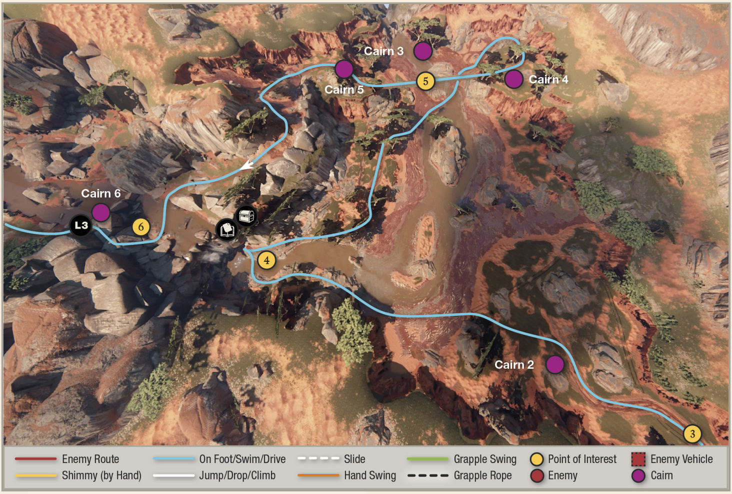


Small rock piles called “cairns” mark the route to the volcano. You can earn the “Not a Cairn in the World” trophy if you knock over all 16 of the cairns in the area. All of them can be knocked over by hitting them with the 4x4, but you can also shoot them.

Sawasa Ware Tobacco Box



Run upstairs to the first ruins along the road. Climb the outside wall to the second floor platform where you find the Sawasa Ware Tobacco Box sitting on an old winch.



Drive through the big puddle and continue along the muddy path over a short drop **(3)** past the **Cairn (2)** road marker. See that waterfall up ahead on the left side of the river? Head for it, driving upstream to the base of the falls **(4)**. Then steer onto the right bank and drive into the secret cave behind the falls. Hop out of the 4x4 and walk behind the falls into a chamber where you can find a treasure and an **Optional Journal Note** from a British Soldier.

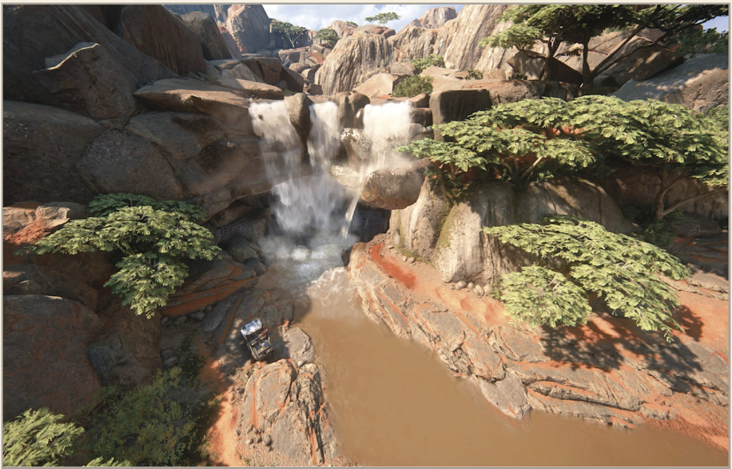
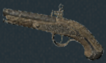
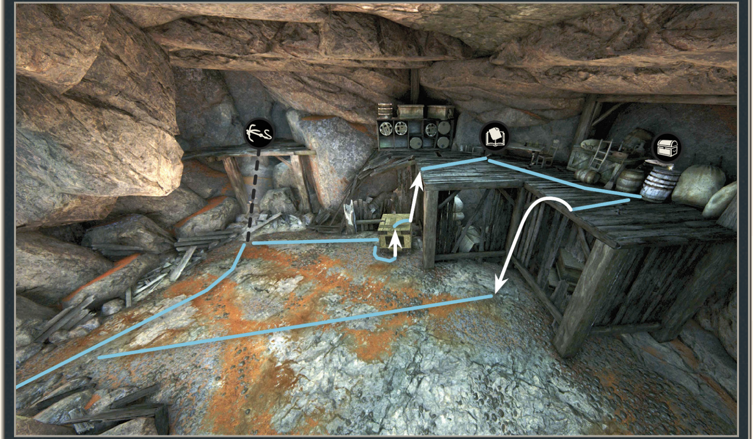


Fig. 10-1. You can find a pair of collectible items behind that waterfall ahead.

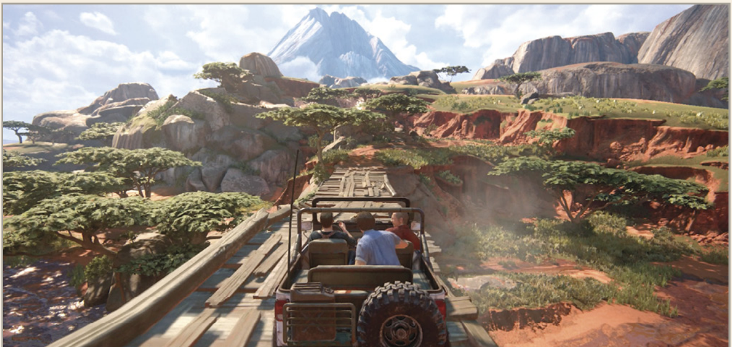


Eroded Flintlock Pistol



In the secret chamber behind the waterfall, use your grapple hook to pull down the crate from the upper platform. Push it over against the other high platform and use the crate to climb up. Here you find the Eroded Flintlock Pistol and an Optional Journal Note from Lt. Sherwood of the East India Company.

Now follow the shallow river downstream until you pass underneath the rickety old bridge **(5)**. Continue following the stream toward the dead-end and knock over **Cairn (3)**. Build up some speed, and climb the muddy hill next to the bridge. (If you get stuck while climbing, go back downhill and try again, making sure to accelerate and build momentum *before* you reach the upward slope.) Keep following the path as it curves around past **Cairn (4)**. Then drive carefully across the bridge.



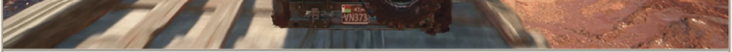


Fig. 10-2. Climb the muddy hill, then drive straight across the old bridge.

From here, knock over **Cairn (5)** which is under the first tree on the left after the bridge. The road gets steeper, muddier, and slipperier, and climbing is tough unless you avoid the reddish mud and steer over the grayish rocks for traction. Eventually, you drop off another low ledge and reach the river again.

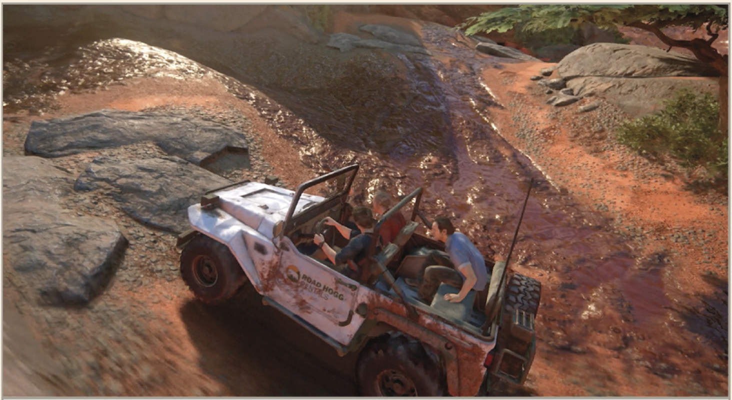
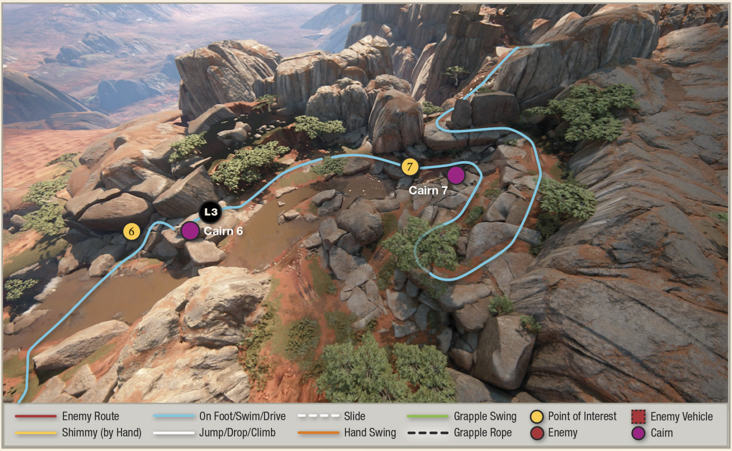


Fig. 10-3. Steer over the gray rocks for traction.

WORK YOUR WAY UPSTREAM



Look across the river to see a slanted boulder marked with tire tracks **(6)**. Drive up the boulder; you find **Cairn (6)** at the top, marking the route. You can also press **L3** to note the tower on yonder hilltop.

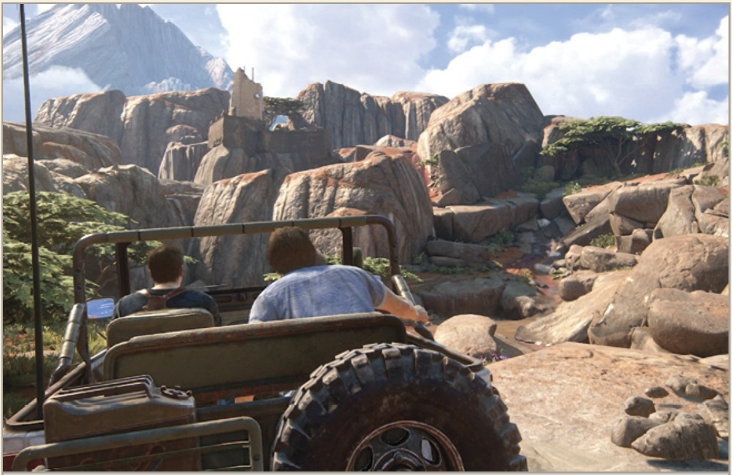


Fig. 10-4. From here you can spot the tower on the next hill.

Drive upstream along the left bank past where the stream narrows. Then cut across the stream to climb the big boulder **(7)** marked with wet tire tracks. (Look for **Cairn (7)** at the top.) Carefully follow the narrow, curving path of red mud as it hugs the rock walls.

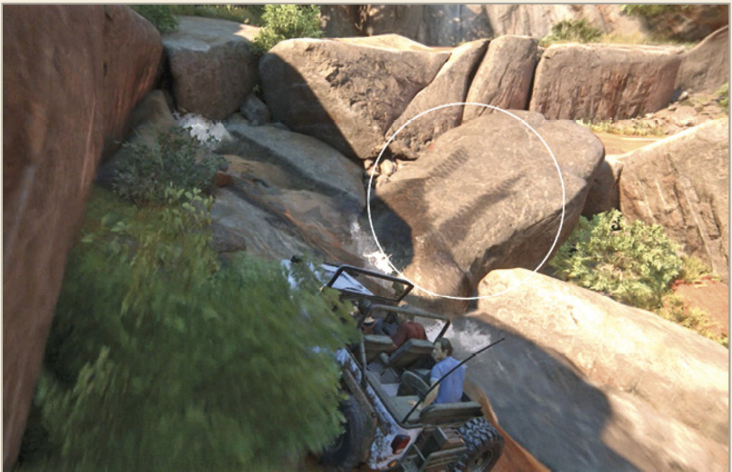
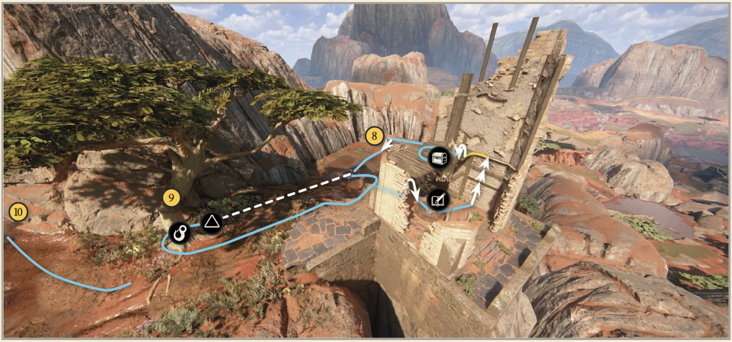


Fig. 10-5. When in doubt, look for tire tracks to indicate which way to drive. Sometimes they lead directly up the rocks.

USE THE WINCH



Eventually, you reach another drop-off **(8)** beyond which is a muddy hill that the 4x4 cannot climb. Park at the bottom of the hill, then hop out and go to the front of the 4x4. Press △ to grab the winch hook then climb the nearby stairs to the tree **(9)** at the top of the hill. Walk completely around the trunk, then attach the winch hook to the line.

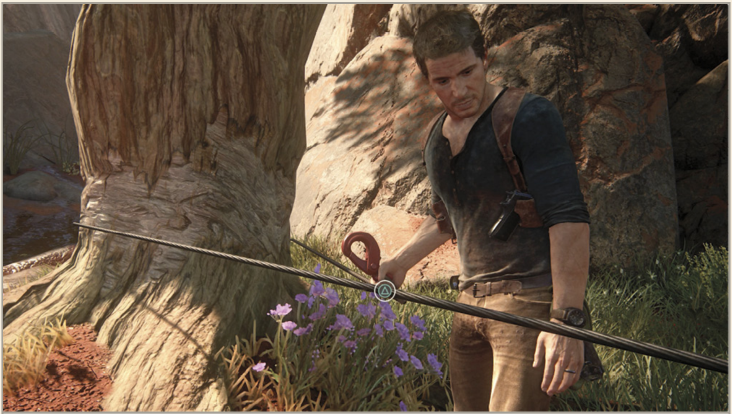


Fig. 10-6. You must circle the tree before you can hook the winch.

Before you return to the 4x4, climb into the ruined tower and examine the sigil etched on the floor **(10)**. Nathan makes an **Optional Journal Entry**: Condent's Sigil. What does it all mean? Before you leave the tower, be sure to climb the nearby wall planks to find a treasure on the next level.

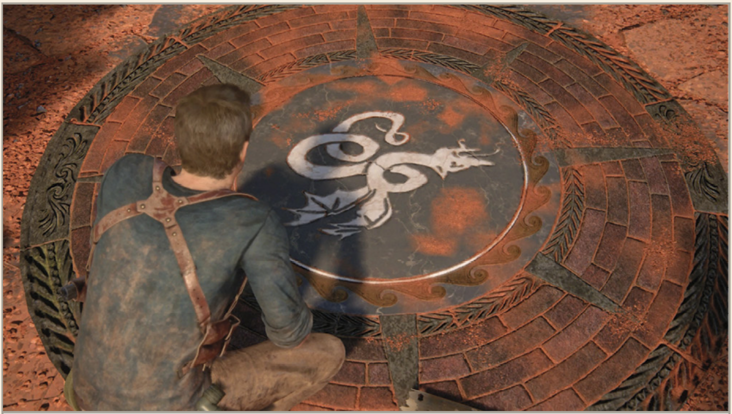
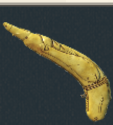
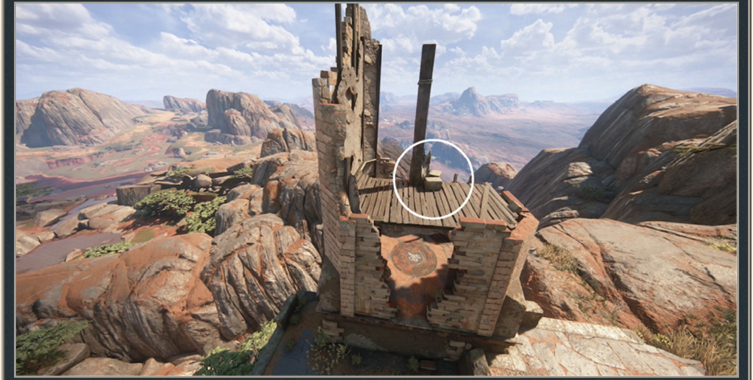


Fig. 10-7. This sigil in the first tower is Christopher Condent's—yet another legendary pirate captain.



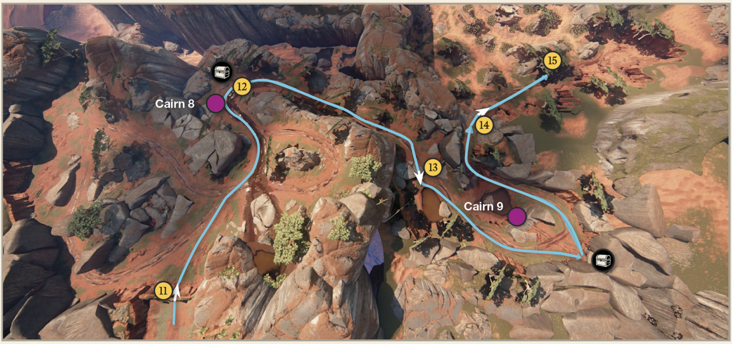
Mughal Ivory Powder Flask



Enter the watchtower at the top of the hill where you use the winch on the tree. (It's the tower with Christopher Condent's sigil on the floor.) Climb the interior wall to find the Mughal Ivory Powder Flask atop a box on the second floor.

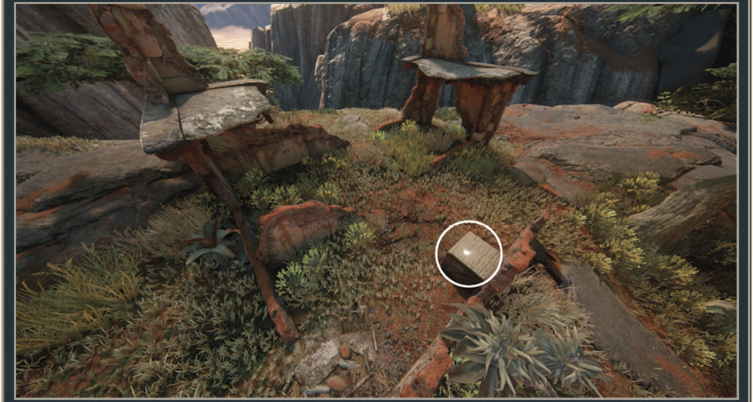
Now return to the vehicle and drive. The winch pulls you up the hill. At the top, hop out, unhook the winch, and press ◉ to let it retract. Then drive up the next hill to a breathtaking vista of the volcano **(10)**.

CLIMB TO THE FIRST TOWER



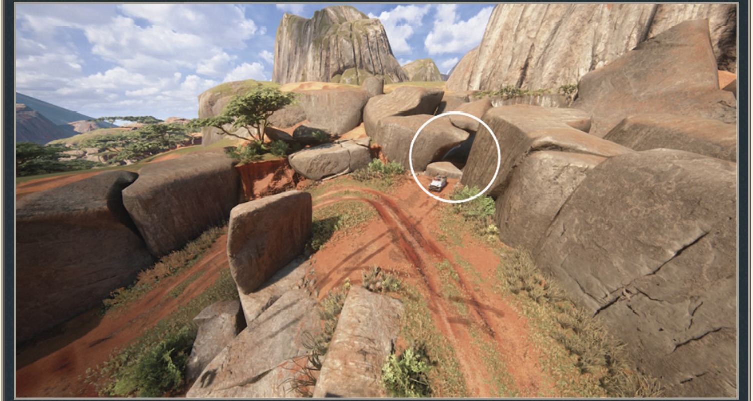
Drive over another drop-off **(11)** and veer right to follow the vehicle tracks. When you reach the water flowing downhill, follow the flood's flow past **Cairn (8)** to an old ruined structure **(12)** where you can find a treasure inside.

Parchment Scroll



Soon after your first winch-pull up the muddy hill, look for a crumbling old house on the left side of the muddy route. Inside the ruins, you find the Parchment Scroll sitting on a wooden crate.

Ancient Fertility Idol



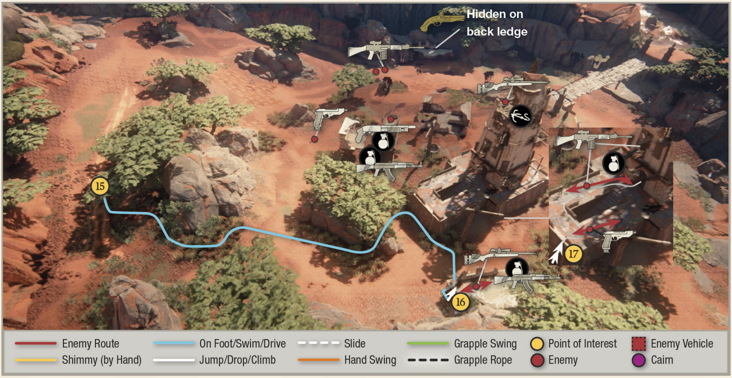
Climb through this triangular opening in the rocks off the right side of the muddy road leading to the colony outpost. The Ancient Fertility Idol is sitting on a crate.

Continue along the muddy route and over another drop-off **(13)** next to a pond. Drive past the pond and knock over **Cairn (9)**, then continue around a sharp bend. Look for a cave-like opening on your right opposite the cairn, just as the road curves sharply; inside is a treasure.

Continue along the muddy road to another drop-off **(14)**. Your arrival here triggers a distant explosion and a cutscene: Nathan spots a squad of Nadine's Shoreline goons deployed in the old colony outpost ahead.

Fig. 10-8. The guys spot Shoreline mercenaries blocking the route to the volcano.

CLEAR THE MERCENARIES FROM THE TOWER OUTPOST



Drive along the right-hand perimeter of the clearing and park in the shade of the big trees **(15)**. Exit the 4x4 and creep through the patches of tall grass toward the outpost. While hidden in grass, observe the guard patrol patterns. Then spot the sentry sniper **(16)** posted atop the low structure to the right. When he paces away and no other guards are watching, hustle to the structure and hang on the right side wall. Wait until the sentry turns his back, then hop onto the platform for a quick stealth takedown. Take his Mazur LDR sniper rifle.

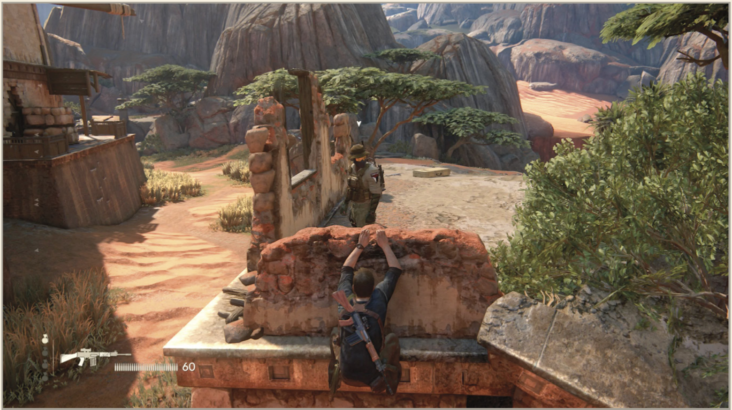
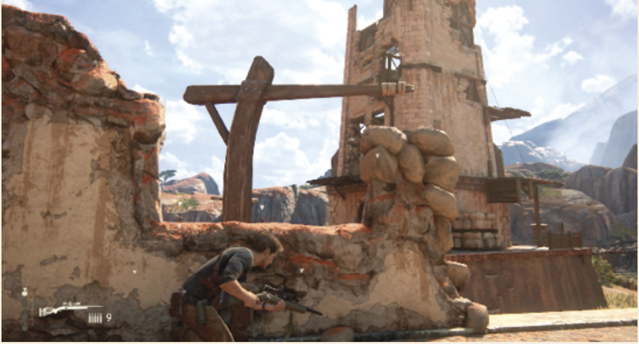


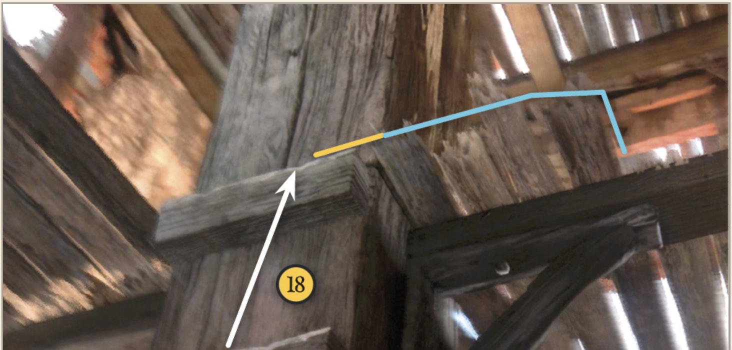
Fig. 10-9. Silence this sniper atop the perimeter building first.

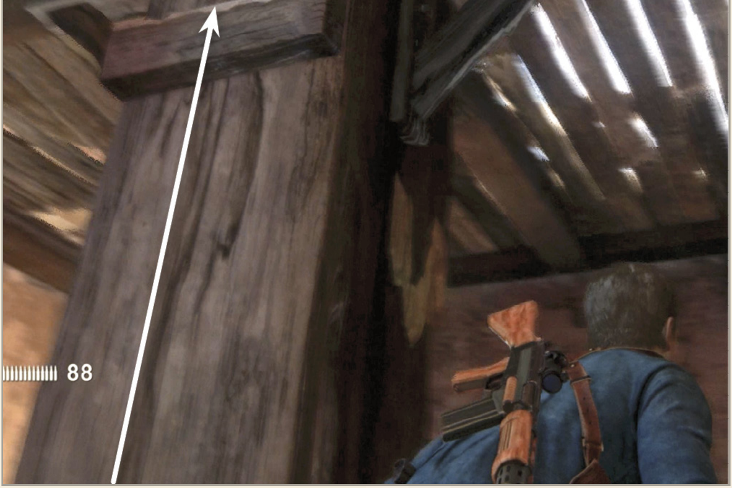
The Violent Method

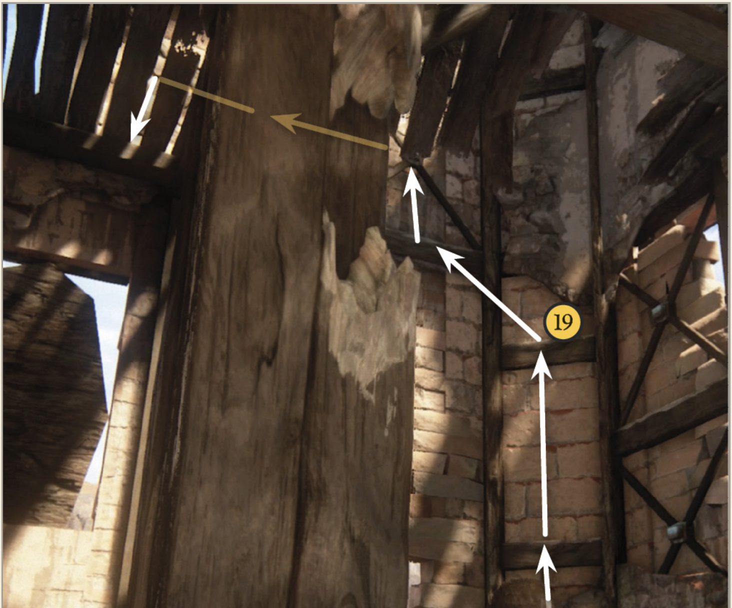


If you prefer loud and messy tactics to stealth, note the explosive barrels scattered around the outpost, including several on the tower platforms. And if you take down the sentry sniper first, you can use his perch and Mazur LDR sniper rifle to eliminate distant targets.

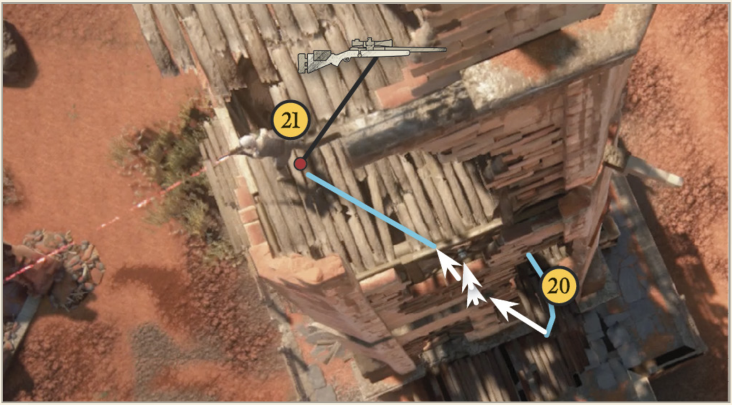
Next, sneak to the outpost wall **(17)** using the tall grass for cover. Two guards patrol up on the platform. Climb the handholds and hang on the edge until one unwary guard approaches. When you're sure the other guard isn't looking, pull him over the edge! This guard carries a **New Weapon**, a **Raffica**, which is a burst-fire pistol. Pick it up. When the other guard is moving away from you, climb onto the platform and take cover behind the bannister. When he approaches then turns away again, take him down from behind. This guard carries a **New Weapon**, the **FAL**, which is a scoped rifle with nice power and accuracy. Now duck inside the tower door.







A sniper is posted on the top level of the tower. Inside, climb the handholds on the center support beam **(18)** to the second level. A FAL can be found on the floor next to a gun case. Also another **New Weapon**, **Mk-NDI** (grenades), can be found on the floor next to the FAL. Many of these FALs and grenades can be found during this battle (see our map for other locations). A guard leans against the wall on the second level just outside the door and around the corner; sneak to the corner, then pounce on him fast! (See our Crushing/Hard Mode RPG tip about this guard.) Go back inside to climb the corner frame struts **(19)** and slide over to the third level floor. Step outside the door **(20)** and climb the wall until you can hang from the next floor up. Sneak up behind the sniper **(21)** for a stealth takedown.



CRUSHING/HARD RPG

There are additional enemies equipped with RPGs on Hard and Crushing. One appears up the watchtower on both difficulties. The additional two can be found at the watchtower's base and patrolling a ruin on Crushing. If you are trying to fire all the weapons for the "I Accidentally All The Weapons" trophy, you can fire an RPG during normal gameplay in Chapter 20, "No Escape."

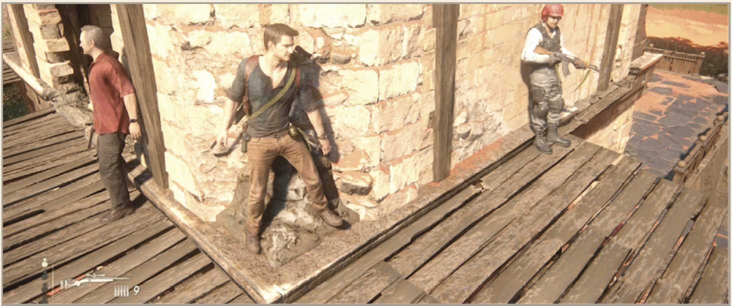
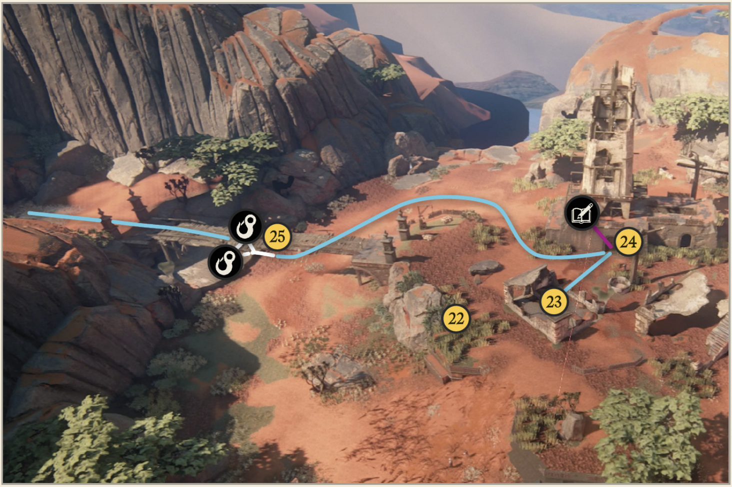


Fig. 10-10. The guard on the tower's second level just leans against the wall, so rush him for the takedown.

CLEAR THE REST OF THE OUTPOST

Now you have a couple of nice options. You can pick up the sniper's Mazur LDR rifle and start picking off the remaining handful of mercenaries from the excellent protection of this high sniper post. Or you can try to eliminate the other guards using stealth too. The more you remove guards stealthily before climbing the tower the less sniper bullets you need to finish the job.



If you've killed at least four enemies and stand at the top of the tower, another wave will trigger. This squad arrives by truck at the far end of the bridge **(25)**; the **L3** icon pops up when they arrive, directing your attention to the deployment. Use the sniper rifle to thin their ranks as they rush toward you across the bridge.

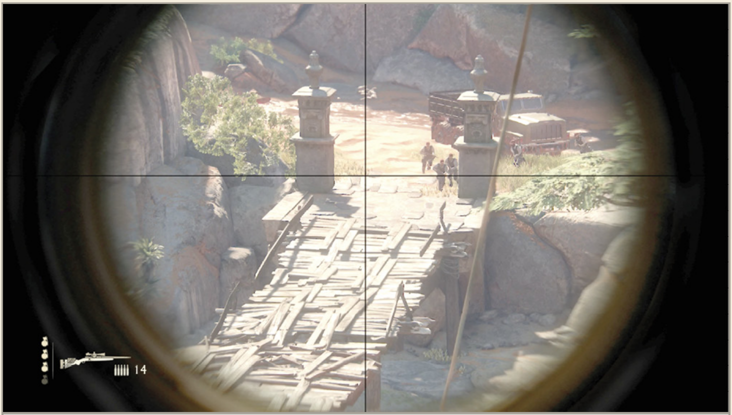


Fig. 10-11. The Mazur LDR is deadly from the tower's high perch…particularly useful against the truckload of reinforcements that arrives at the bridge.

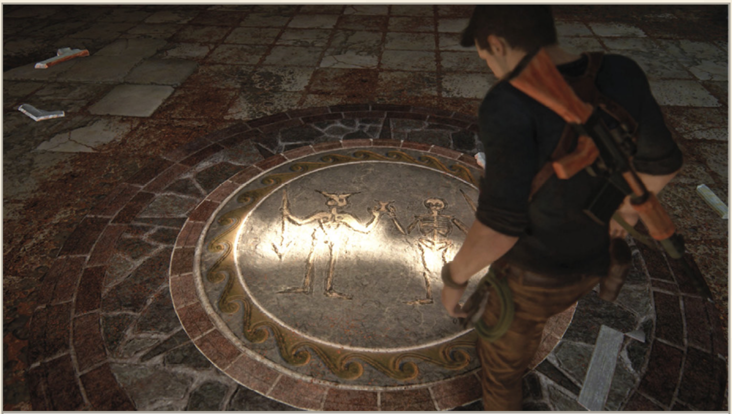
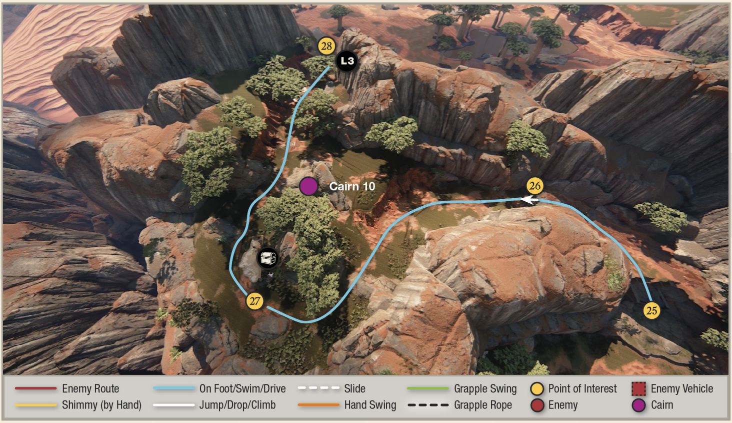


Fig. 10-12. Press the plunger to detonate the charges planted on the tower door. Then find Baldridge's sigil inside.

If you proceed with the stealth option, you can climb to the tower's top level (above where you took out the sniper), move under the cable wire, and jump to ride it down like a zipline. Move immediately to the large patch of high grass **(22)** and stealthily take down the two guards who patrol past that spot. Then use other patches of grass to sneakily track down the last few guards.

Once the outpost is finally scrubbed clean of Shoreline goons, note that two dynamite charges are rigged on the tower's ground-level door. You can follow the wiring to the detonator **(23)** sitting on the low wall inside the nearby ruined building. Press the plunger to blast the door **(24)** open. Then enter and examine the sigil on the floor to make another **Optional Journal Entry**: Adam Baldridge's Sigil, another infamous pirate captain with a base of operations in Madagascar.

GET ACROSS THE BRIDGE



Return to the 4x4. (Remember that you can press the down button on the D-pad to find your vehicle.) Drive it across the bridge, which promptly collapses **(25)**. Exit the 4x4 and grab the winch hook. Walk around *both* vertical support struts of the bridge, then attach the hook to the winch cable. Get in the 4x4 and hold in **L2** to drive in reverse. Keep accelerating in reverse until the struts buckle and the bridge collapses. Drive up the fallen span to continue your trek.

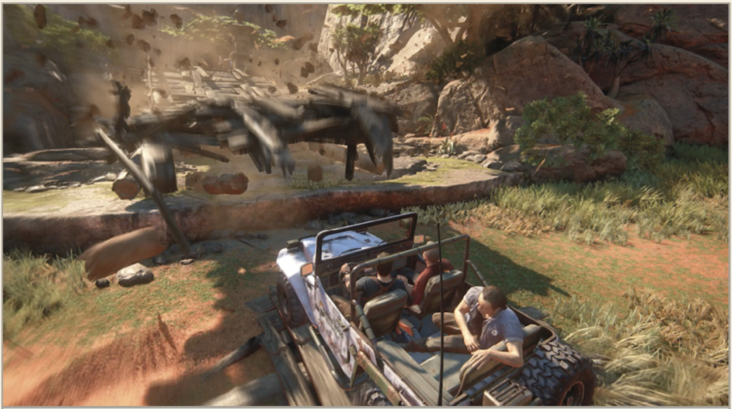
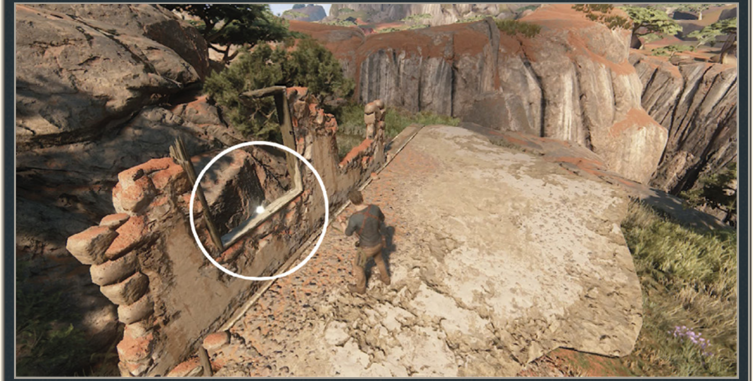


Fig. 10-13. Pull down the bridge support struts with your winch and 4x4.

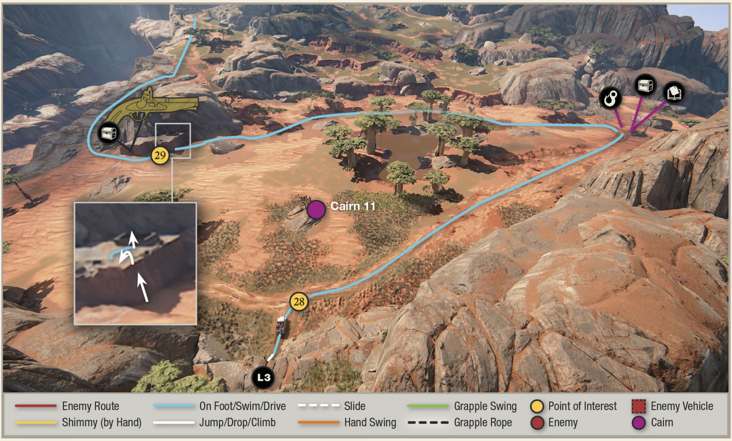
Drive up the muddy slope and over the next drop-off **(26)**. Continue along the muddy lane as it curves past another ruined house **(27)**. (Look for another treasure upstairs.) Then continue up the slope, veering leftward into a ravine after you pass Cairn (10). Keep going until the ravine suddenly opens up to a wide valley where you can press **L3**: The guys spot Shoreline trucks in the distance. The enemy is getting uncomfortably close to the volcano. When the scene ends, drive forward off another ledge **(28)**.

Pocket Celestial Map



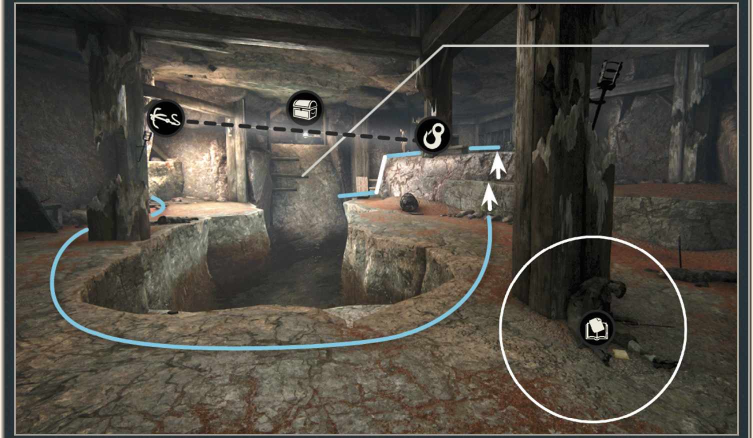
Look for the ruined house next to the road just up the hill from where you used the winch to pull down the bridge section. Climb the outside wall to the top floor and find the Pocket Celestial Map on a windowsill.

FIND THE TREASURES IN THE VALLEY

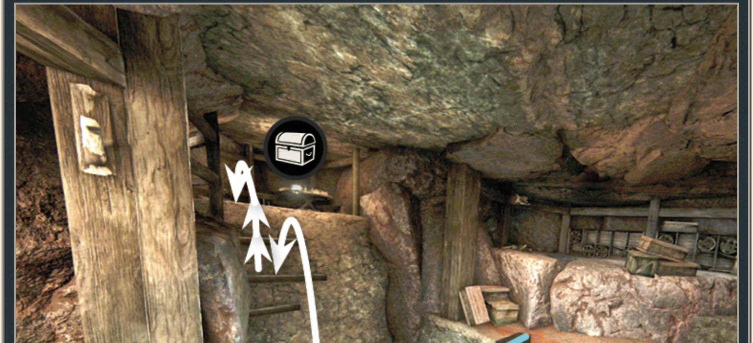


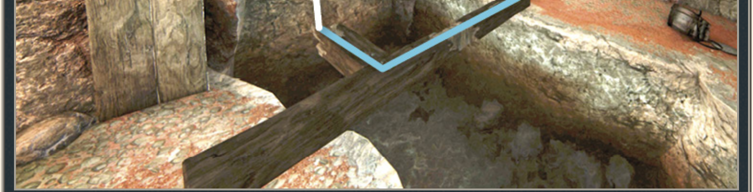
From your arrival point **(28)**, Cairn (11) is directly ahead. You can veer rightward to find a treasure and Optional Journal Note (the British Soldier's second note) inside a well at the far end of the valley.

Pewter Letter Cylinder



When you enter the big valley, turn right and drive until you find the well next to the thick-trunked tree. Grab your 4x4's winch hook and jump down the well. Pull the winch line into the secret room and work your way to the right to get across the water pit without wrapping the wench around any beams until you reach the ledge on the room's opposite side. Wrap the cable around the marked support post and secure it.

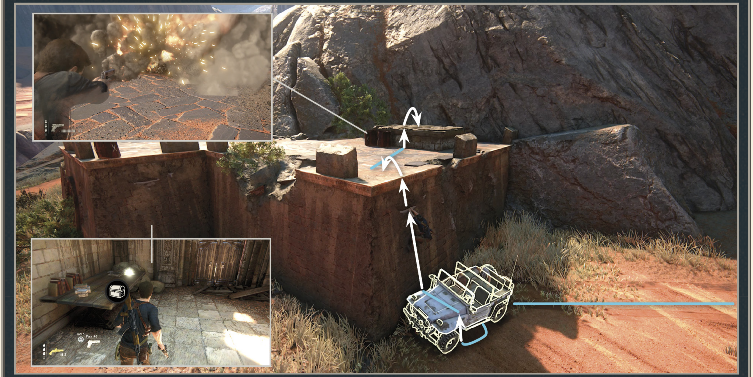




Nathan tells Sully to drive the 4x4 in reverse. This pulls down the post; Nathan can use it to leap over to the wall handholds and then climb up to grab the Pewter Letter Cylinder. Before you leave, find the Optional Journal Note on the floor next to the dead pirate at the room's far end. It reveals the fate of the adventurous Lt. Sherwood and bears the sigil of none other than Thomas Tew.

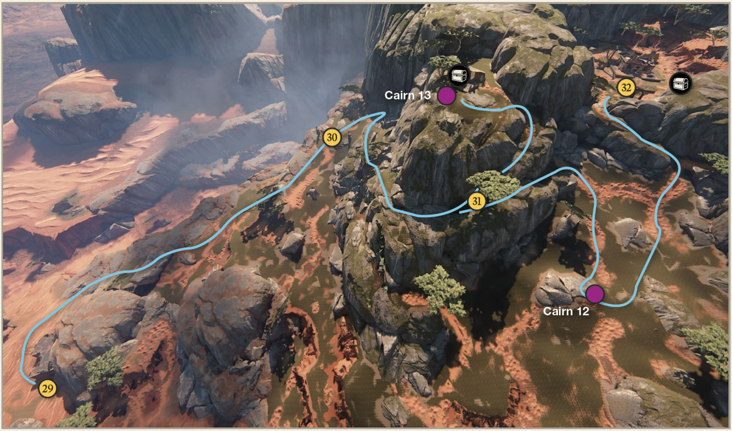
To pursue your primary objective, veer left from where you entered the valley **(28)** and curve around an old, mostly intact building **(29)**. (There's a treasure in this building.)

English Ale Bottle



When you enter the big valley, veer leftward and find the intact old building. Park the 4x4 underneath one of the handholds on the outer wall; then stand on the 4x4's hood, jump to the handhold, and climb to the building's roof. Get as far away from the two explosive barrels as you can, then shoot them to blow off the roof cover. Jump down into the building and find the English Ale Bottle on a table and a Flintlock pistol nearby.

CLIMB TOWARD THE SIGNAL TOWER



Drive up the rock slabs along the edge of the cliff on your left until you reach a pair of matching pillar markers **(30)**. Now get ready for some white-knuckle driving. Follow the sharp curve and hug the boulders and cliffs on your left. It doesn't really look like a road at times, but keep going!

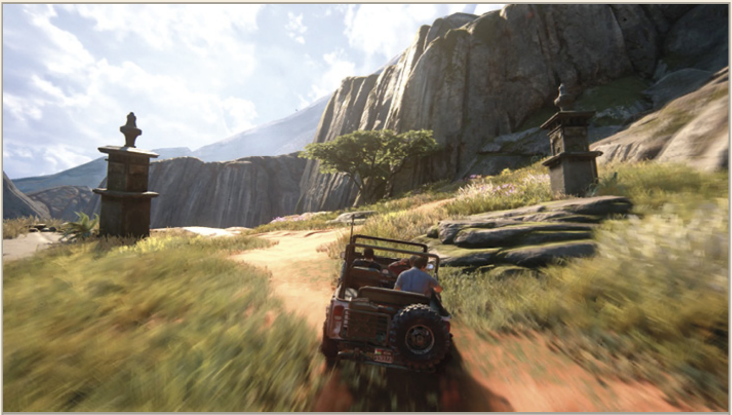


Fig. 10-14. These twin pillars serve as route markers too.

Shortly after you pass another pillar marker on the right, you see a tree **(31)** with twin trunks (see Fig 10-15). If you drive up the narrow rock ramp to its left you can find a hidden treasure inside a ramshackle building and **Cairn (13)** just outside. Once you've taken care of business, drive back down to the tree.

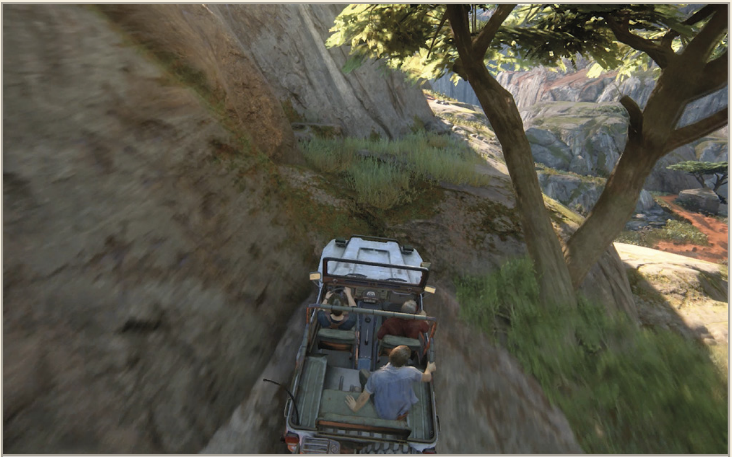
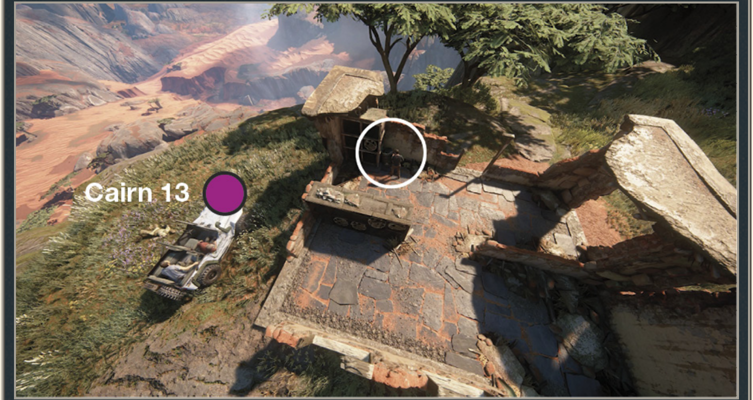


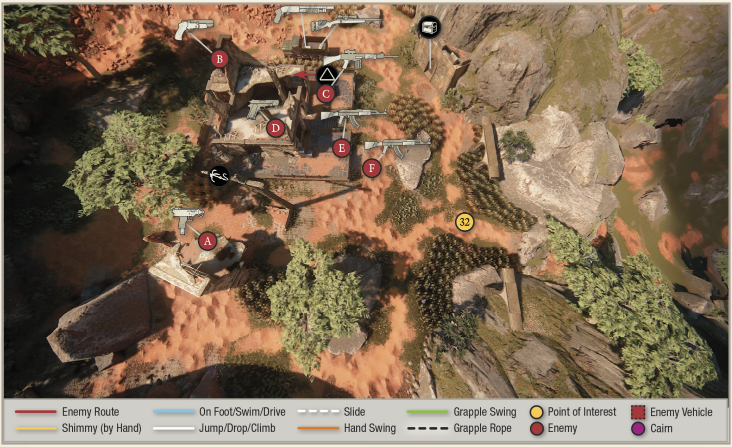
Fig. 10-15. Veer left of this twin-trunked tree and drive up the stairs to a treasure.

Mughal Box



Veer left up the rock ramp at the twin-trunk tree (31) and drive up the old stairs to find the ruins of a house in a clearing at the top. Inside, find the Mughal Box sitting on a barrel.

OPTIONAL: EXPLORE THE UPPER OUTPOST

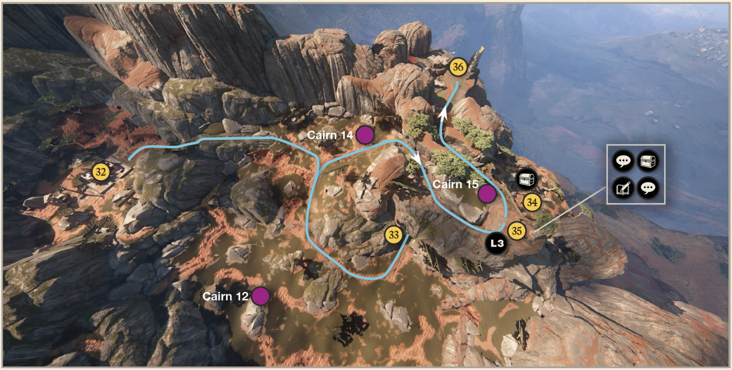


Veer to the right of the twin-trunk tree **(31)**. Drive into the clearing to knock over Cairn (12), and then drive up the canyon. Sully spots signs of Shoreline ahead. Curve up to the entry ramp leading into the upper outpost **(32)**, then stop and proceed on foot. You can find treasure here, but you also find a Shoreline demolition squad at work. Sneak through the tall grasses for as many stealth takedowns as you can get. Attack the enemies in alphabetical order (on our map) for a workable stealthy path.

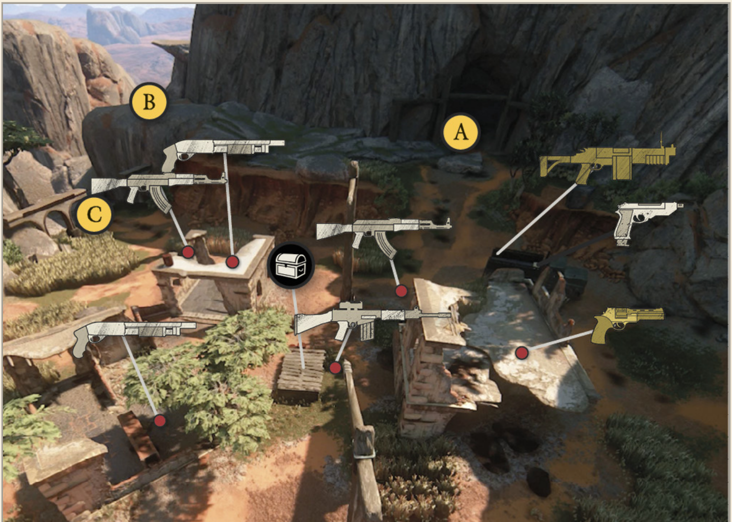
Pull **(A)** out of the window. Kick **(B)** off the porch when **(C)** is out front. Wait for **(C)** to come around the corner and choke him out, then get to the second floor from the back of the building and choke **(D)**. Either wait for **(F)** to stop taking pictures of **(E)** and then drop out of the window and choke **(E)** and shoot **(F)**, or just shoot these remaining two from **(D)**'s window. Take the Mazur LDR from the back of the pickup truck if you'd like to be a sniper at the next Shoreline outpost.

Fig. 10-16. This outpost offers plenty of cover for your team's stealth operations.

OPTIONAL: EXPLORE THE LOWER OUTPOST



There are three access points into this area: the tunnel **(A)**, the ledge pathway **(B)**, and the low road **(C)**. If leave your vehicle deep in the tunnel and exit stealthily, consider grabbing the **New Weapon**, the **China Lake GL** (grenade launcher), out of the back of the Shoreline truck parked near the tunnel.



Exit the upper outpost **(32)**, descend to the canyon floor, and drive through the tunnel **(33)** to reach another outpost **(34)** on a lower plateau, where you can find a treasure. The camp is occupied by another one of Nadine's armed demolition teams. Fortunately, it also has plenty of tall grass for stealth maneuvers. Try to thin the enemy numbers quietly.

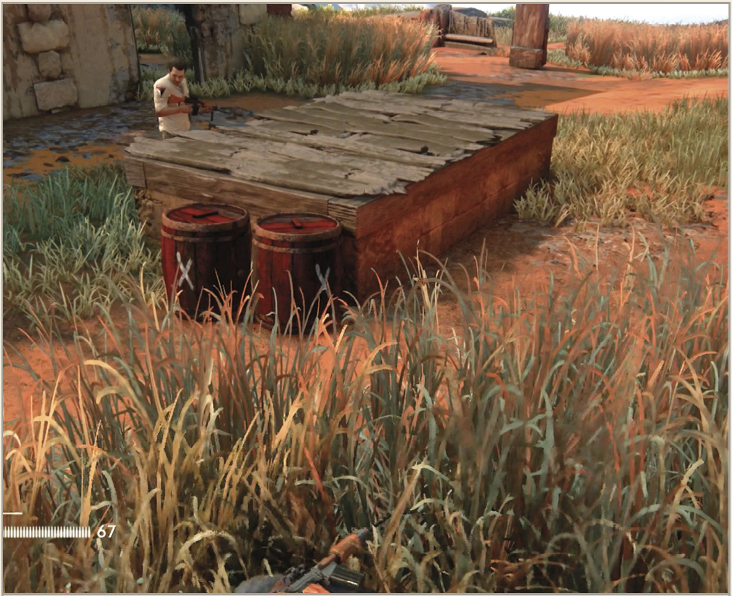
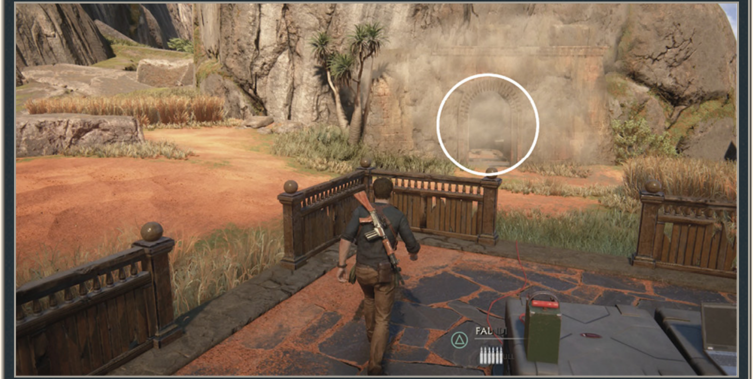
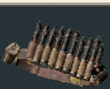


Fig. 10-17. Shoot those barrels to blast open the basement access hole.

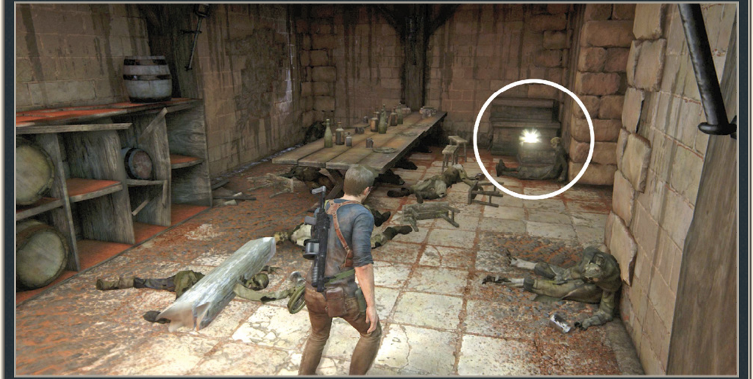
Antique Tea Tin



Drive straight up the red canyon to the Shoreline-occupied outpost (32). After you clear out the camp, use the detonator located on the front porch of the main building. This blasts open a storage bunker built into the side of the rock face. Enter the bunker and find the Antique Tea Tin in a pile of rubble near the back exit.



English Musket Bandolier



After you clear out the lower outpost, shoot the explosive barrels next to the hole-cover to blow it open. You could also use the China Lake GL or a grenade to do the job. Drop down into the basement room to find the English Musket Bandolier on a chest.

EXPLORE THE SIGNAL TOWER

When you exit the upper outpost **(32)**, stick to the flatiron cliffs on the left. Run over the **Cairn (14)** at the intersection near the north cliffs (see map). Take a right at the Cairn intersection. Proceed past two more pillar markers and another one-way drop-off and continue driving up to the tall signal tower **(35)**. Drive over **Cairn (15)** on the large boulder directly across the road from the signal tower. Exit the 4x4 and look up at the tower to make an **Optional Journal Entry**: sketch of the Signal Tower. Sully and Sam join you, commenting on the spectacular view.

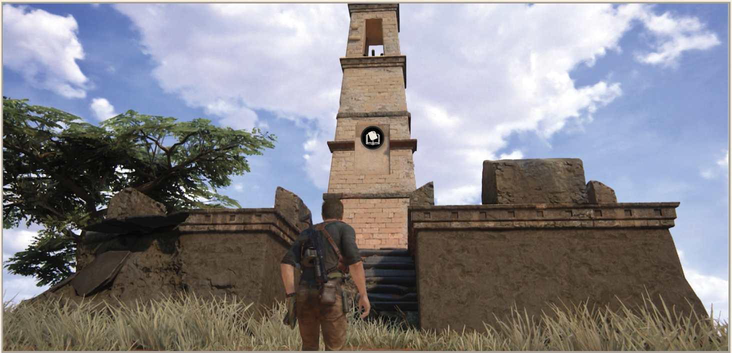
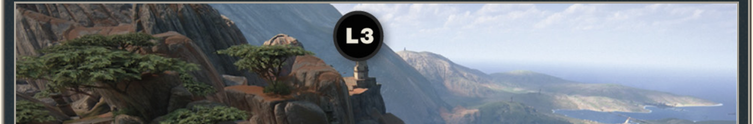
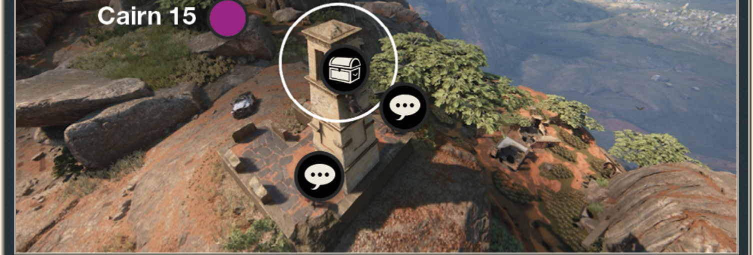


Fig. 10-18. Examine the signal tower and make another journal entry, then talk to both of your companions.

Look for Talk icons above both Sam and Sully; first, chat with Sam, then walk around the tower to chat with Sully too. (This adds two Optional Conversations to your collectibles list: “Some Kind Of Dream” and “How’re You Doing?”) You can also climb the tower to find a treasure in a nook and, at the very top, press **L3** to spot another tower ahead. When you’re finished with all this, return to the 4x4 and drive up the ravine to find another outpost **(36)**.

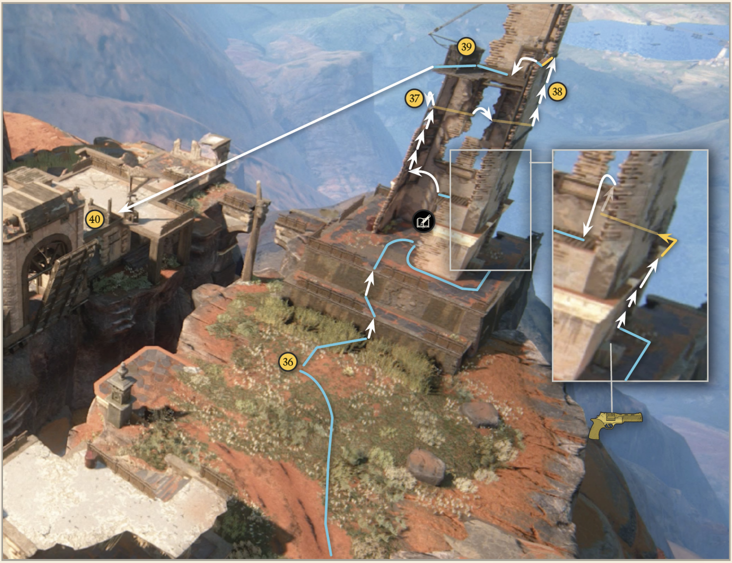
Scottish Two Pence Coin

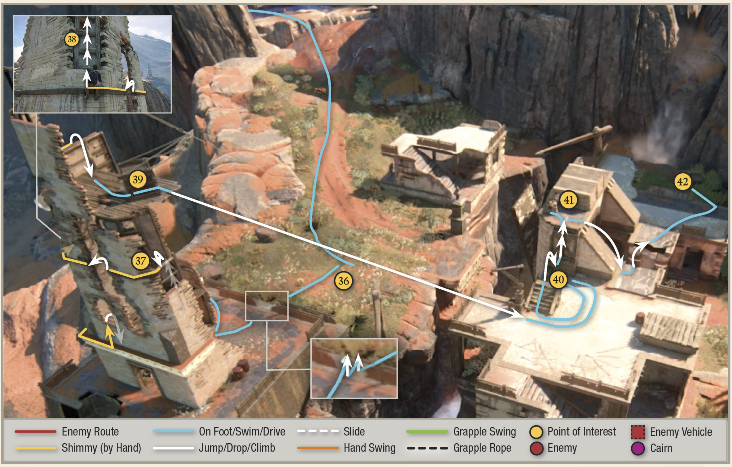




Climb the handholds up and around the signal tower (34) to find a Scottish Two Pence Coin in the signal fire chamber at the top.

LOWER THE DRAWBRIDGE





This outpost features a big watchtower and a drawbridge over a gorge with a fast-moving stream. Park across from the drawbridge, then climb to the tower's main floor and examine the sigil of Anne Bonny on the floor to pick up another **Optional Journal Entry**. After the discussion, Sam decides to check out the drawbridge.

Fig. 10-19. That's the sigil of Captain Anne Bonny! Avery must have invited her too.

Your next goal is to lower the drawbridge. If you grapple-swing or hop across the gorge, Sam points out that you can't reach the crank—the stairs up to it have collapsed. You need something to stand on in order to jump to the mechanism.

Step 1: Go to the watchtower's shadowed side (where you can find a **Barok .44** on a Shoreline crate), then climb the wall-frame struts to stand on the first ledge. Traverse rightward around the corner and climb through the first window to stand on the second floor section. Jump across to the frame on the opposite wall, climb to the top of that section, and flip over to the outer side **(37)**.

Step 2: Shimmy leftward around the corners and climb the exposed frame on the second corner **(38)**. When you get to the top, Nathan points out a massive tower down the road from the drawbridge, “biggest one yet.” Shimmy left then crawl over to the other side and drop onto the platform.

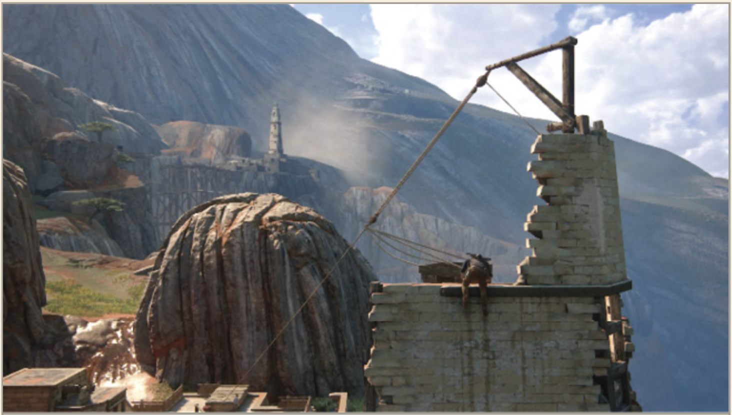


Fig. 10-20. Climb to the top of the tower to find a crate.

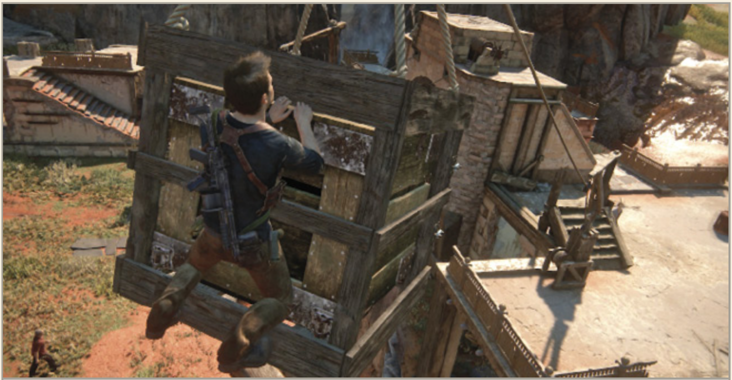


Fig. 10-21. Push and ride the crate across the river gorge to the bridge structure.

Step 3: Grab the crate **(39)** and push it off the platform. Watch Nathan ride the crate as it slides down the zipline across the gorge. After the crate arrives on the far platform, push it against the wall **(40)** underneath the crank. Climb to the crank **(41)** and repeatedly tap J to start lowering the bridge.

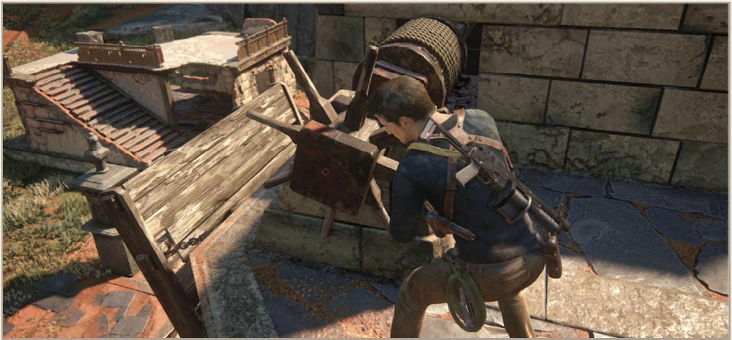
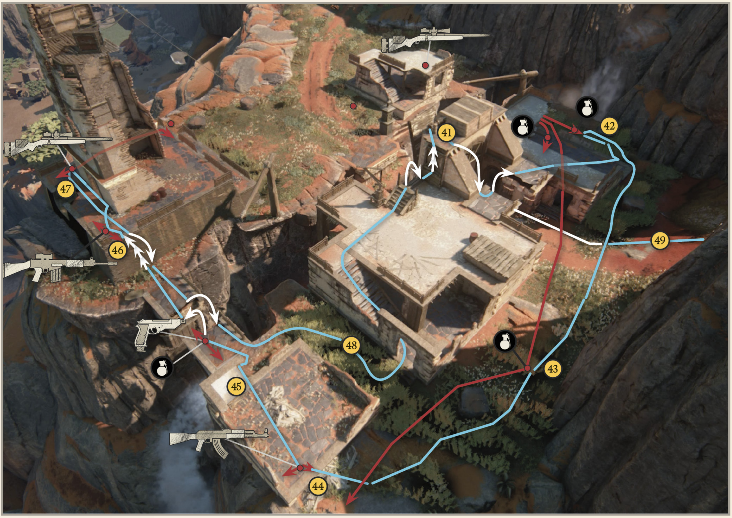


Fig. 10-22. Turn the crank to start lowering the bridge. Unfortunately, a Shoreline incursion interrupts your effort.

TAKE OUT THE FIRST SHORELINE WAVE



Turning the crank triggers the sudden arrival of Shoreline troopers. As they deploy from their trucks, quickly hop down from the crank and hustle over to the tall grass **(42)** in the shadows on the bridge structure's far side. If you stay patient, you can take out most of this first unit with stealth. Wait here as the mercenaries hop across the gorge and pass by you entering the building. Use stealth to take down the three guards one after the other, taking care to strike only when backs are turned to you. If you miss the furthest guard walking away, follow behind him and get him in the tall grass **(43)**.

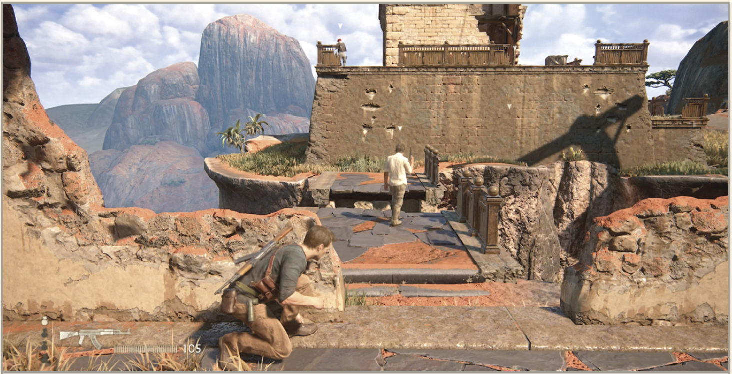


Fig. 10-23. You can eliminate most of the first wave without being spotted.

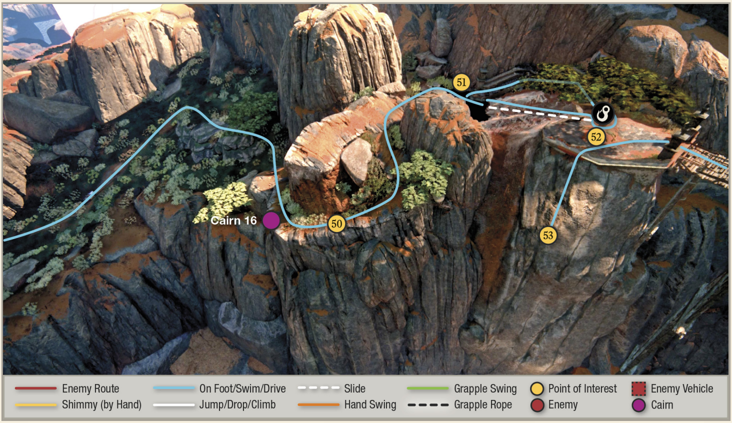
Creep to the low wall and KO one guard **(44)**, then move to the next wall and kick the next guy **(45)** off the bridge. When the gunman on the high wall turns away, hop across the gorge, climb underneath him **(46)**, and pull him down. Finally, creep along the tower wall and take down the sniper pacing at the corner **(47)** (don't forget to pick up his Mazur LDR if you like sniping). On the tower's same side, where the sniper was patrolling, there's a guard on the ground. Eliminating all but the last three soldiers triggers the arrival of another load of troopers.

TAKE OUT THE SECOND SHORELINE WAVE

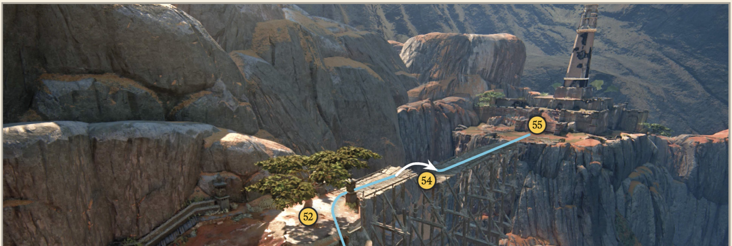
Quickly retrace your route back across the gorge and hurry to the high grass between the structures **(48)**. Use this as your base of stealth operations to eliminate the second wave, either taking down any foes that wander into the grass or luring others to the spot. Use all those grenades you collected and throw them at groups of enemies. Amazingly, you retain your stealth in high grass while tossing grenades; they investigate the explosion area and have no idea where the throw originated. When you finally clear out the area, return to the crank and turn it to lower the drawbridge. Then hop in the 4x4, drive across the bridge, and continue down the road.

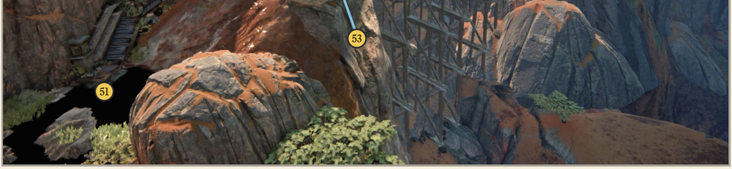
Fig. 10-24. Most of the second wave troopers eventually patrol through or near this high grass directly across from the tower.

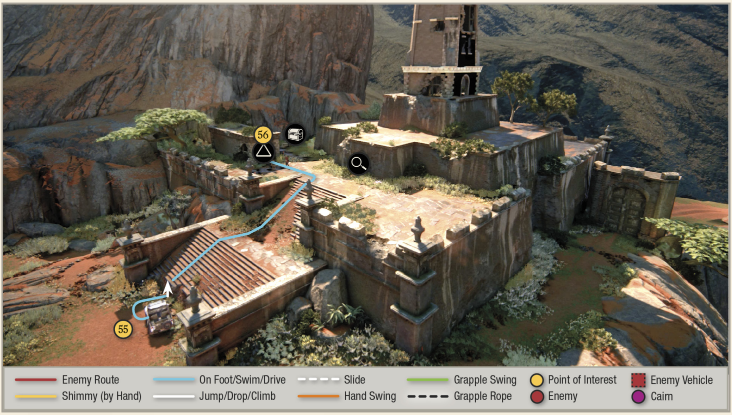
GET ACROSS THE TOWER APPROACH BRIDGE



Drive along the narrow lane knocking over **Cairn (16)**, the last cairn to earn the trophy for destroying them all. Continue around the curve **(50)** until you reach the drop-off into the reddish water-filled pit **(51)**.







Exit the 4x4, grab the winch hook, and climb the stairs. Hook the winch around the trunk of the big tree **(52)**, then return to the 4x4 and drive up the cliff face. The 4x4 slides off the cliff to the right **(53)**, but don't panic—after Sam saves Nathan from a screaming plunge, climb the outside of the 4x4 and grab the roll-bars to pull yourself back into the driver's seat. Drive again. The winch eventually pulls you up to the tree trunk.

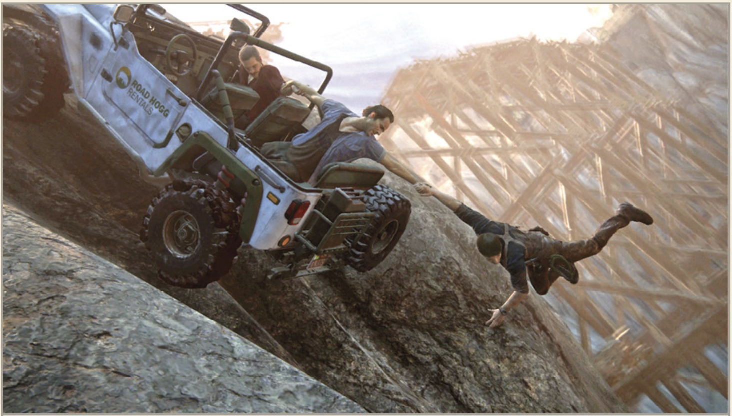


Fig. 10-25. After the 4x4 falls over the cliff, crawl up the left side and slide right to climb the roll bars.

Tip

Trophy: Not a Cairn in the World

If you followed our guide closely, knocking over Cairn (16) will be the final cairn in Madagascar to knock over, earning you the “Not a Cairn in the World” trophy.

Hop out of the 4x4, unhook the winch, and release it to let it reel back in. Take the wheel and accelerate hard across the bridge in order to make the jump over the gap **(54)**. Then continue to the stairs at the base of the tower platform **(55)**.

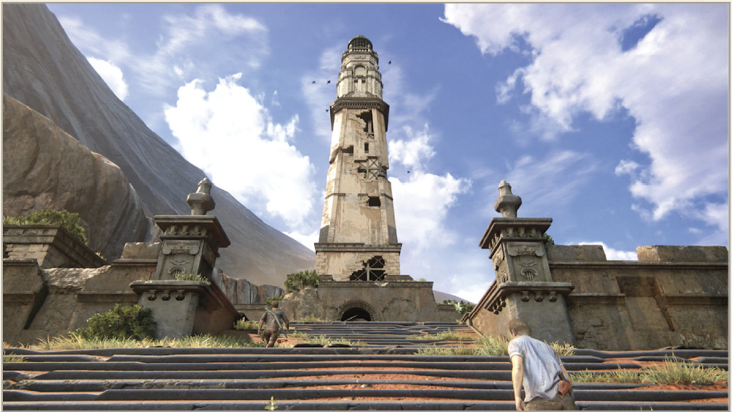
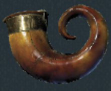
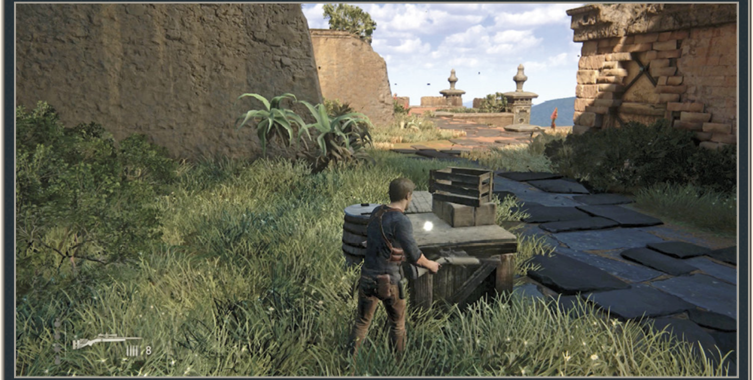


Fig. 10-26. Behold Avery’s watchtower. Could his treasure finally be within reach?

Exit the 4x4 and climb the stairs. Examine the front entrance to see that it’s blocked by debris. Turn left and move along the wall to find a treasure on a crate. Then go to the nearby side passage **(56)**. With Sam’s help (three times), you can bash open the doors.

Scottish Snuff Mull





Approach the watchtower and turn left. Find the Scottish Snuff Mull sitting on a crate amongst some other containers.

FIND THE MAP ROOM

Follow the passage down to a storage room. Examine the wall by the shelf where rays of light are streaming. Use your left stick to push the shelf and reveal a broken section of bricks. Pick up one of the small powder kegs across the room and toss it at the broken wall section. Then shoot the keg to blow open the wall.

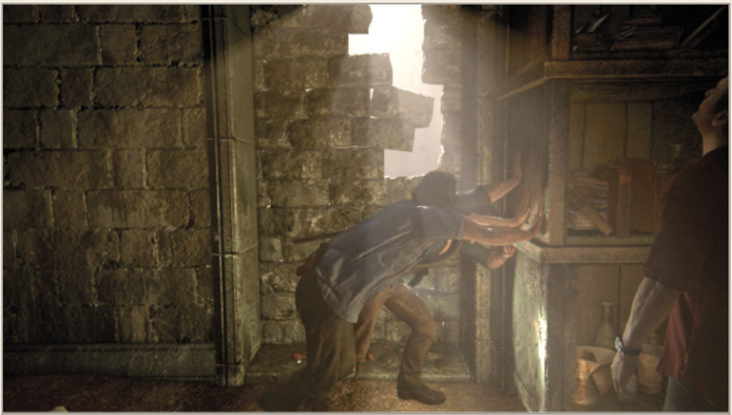
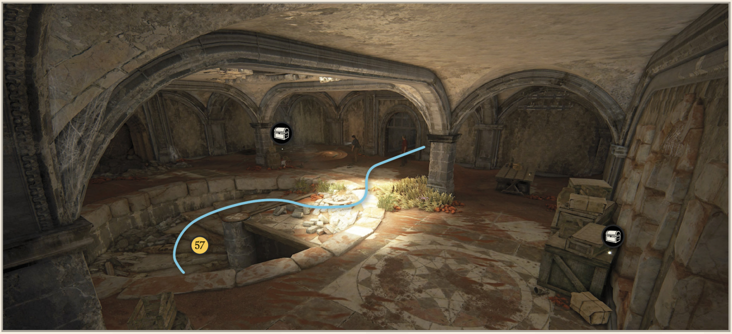
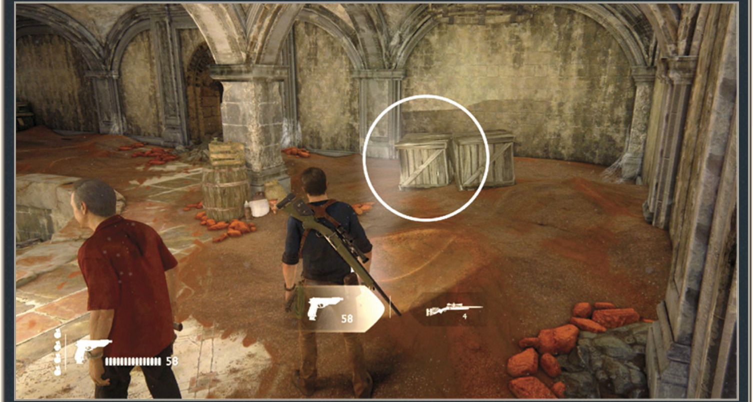


Fig. 10-27. Push the shelf to reveal the broken wall section. Then use one of the small powder kegs to blast it open.

Follow the passage upstairs to an iron gate and use the wheel crank to open it. Sam rushes ahead, but be sure to find a pair of treasures in this room before following him down the winding staircase **(57)**.

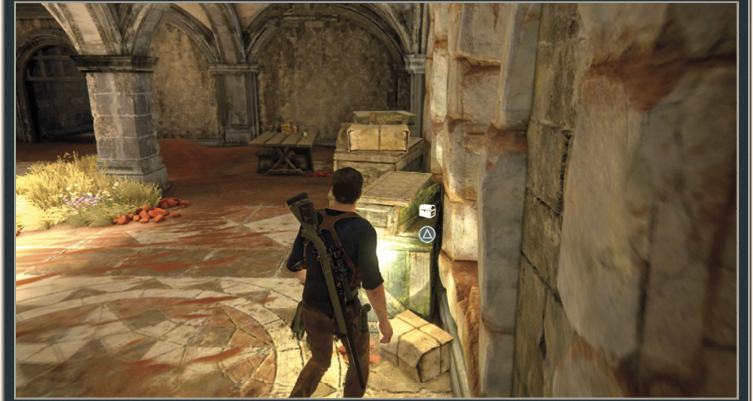


Muff Pistol



Find three crates in the corner of the room at the top of the winding staircase. Shoot the first one to break it open, and find the Muff Pistol inside.

Brass and Ivory Tankard



When you get to the room at the top of the winding staircase, look for some small boxes on top of a large crate. The Brass and Ivory Tankard is behind the small boxes, tucked against the wall.

Keep following Sam down the passage until he reaches the shrine to Saint Dismas. Approach it to trigger a cutscene: The boys figure out that it's another map room with more sigil clues. But their study session gets cut short by a vicious Shoreline ambush!

SURVIVE THE SHORELINE AMBUSH

Fig. 10-28. Avery really had a thing about Saint Dismas and obscure maps.

This is a brutal fight. Included in the troops rappelling down from the ceiling hole are several heavy troopers—i.e., shotgun-wielding goons clad in protective body armor that can absorb a great deal of punishment. Once you take out one of these guys, pick up his Spezzotti 12-gauge and use it on subsequent goons.

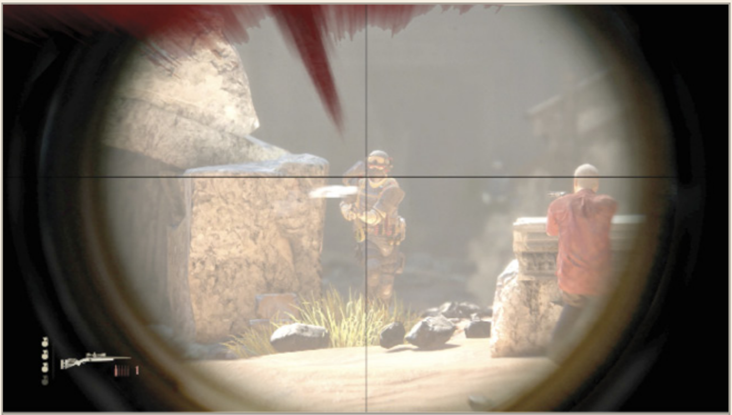


Fig. 10-29. Heavy troopers wearing body armor rush right at you firing shotguns.

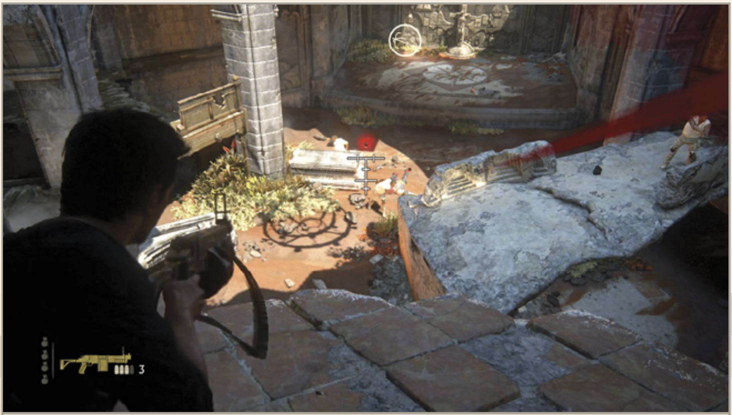


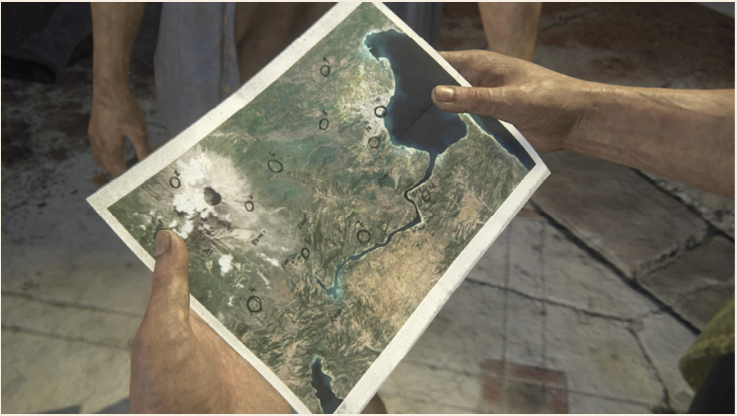
Fig. 10-30. Watch for this heavy trooper firing grenades from a side platform. Take him out fast!

CRUSHING GRENADIER

When playing on Crushing, the Grenadier is armored and more difficult to take out.

Keep moving around the room, climbing side platforms to avoid getting flanked by waves of attackers who slide down lines from above. Keep checking upwards to watch for new waves. Soon a heavy trooper armed with a nasty China Lake pump-action grenade launcher drops onto an upper platform. Nail him as quickly as possible; you can jump to his platform, hang from it to cut off his firing angle, and then pull him over the edge when he tries to stomp on your hands. Then pick up his China Lake GL and start pumping grenades down at the other Shoreline goons.

When you finally clear the room, go back to the map wall where Sam has pulled a document from the pocket of a fallen Shoreline trooper. Approach Sam and take the document to trigger the chapter-ending cutscene: It appears Rafe and company have mapped the locations of the twelve sigil towers too. But Nathan narrows the list down to two. To save time, the brothers split up to check them out simultaneously.



UNCHARTED 4 A Thief's End

Story Walkthrough

Chapter 11: Hidden in Plain Sight

Nathan and Sully have chosen the tower located in the heart of the city. To reach it, you must maneuver through the city marketplace during business hours. Then prepare for some puzzle-solving after an arduous climb, followed by a harrowing vehicular chase/escape.

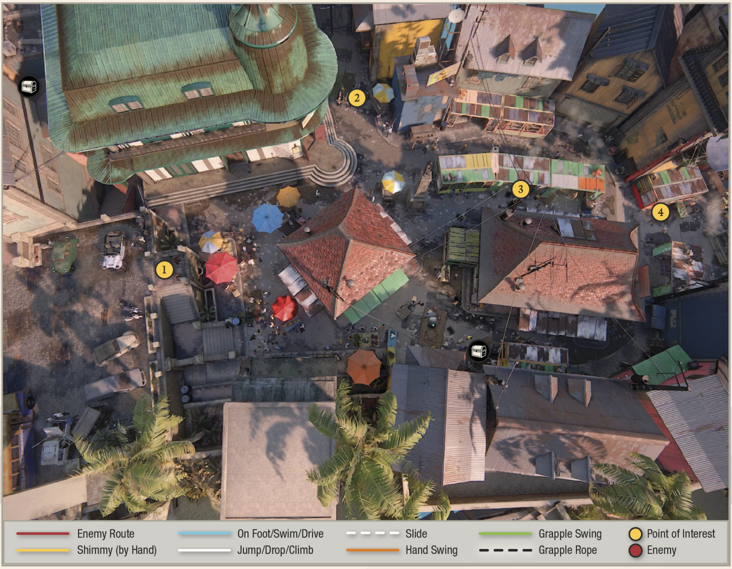
Collectibles

Treasures: 5

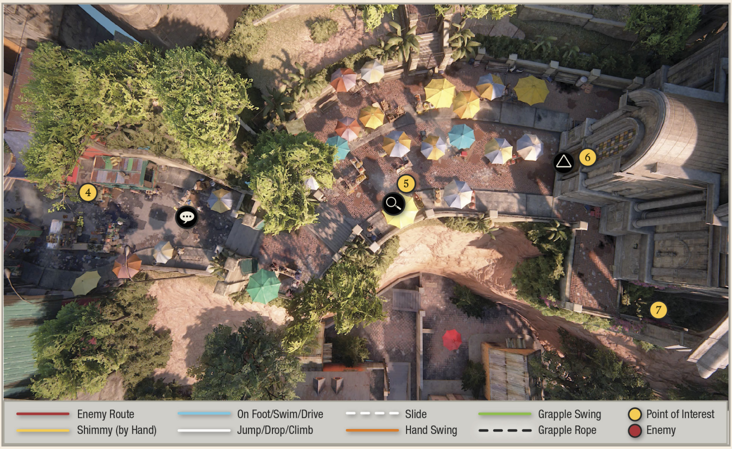
Chapter Specific Trophies: "Don't Feed The Animals," "Treasure Hunter," "I Can See My House From Here," "Glamour Shot," and "Stage Fright"

Optional Conversations: 1

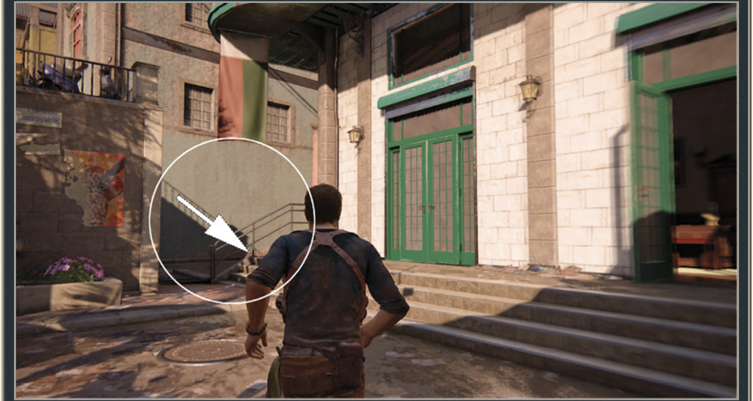
GET INTO THE TOWER



From the start **(1)**, head downstairs into the vibrant city bazaar. (Before you get too far, don't miss the treasure in a nearby back alley.) Some points of interest as you follow Sully through the market: talk to the oxen **(2)** attached to the cart near the painters; bargain with the trinket merchant three times to purchase a treasure that Nate sketches in his journal; buy an apple from the apple lady **(3)**; check out the lemur **(4)**; have an **Optional Conversation** with ("I'm Gonna Get A Dog") Sully; and smell the cooking chicken **(5)**. (If you examine the lemur *after* you buy the apple, the lemur follows Nathan and snatches the apple. This gives you a Trophy: "Don't Feed the Animals.")

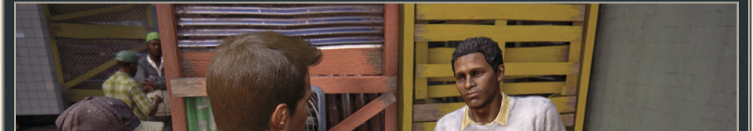


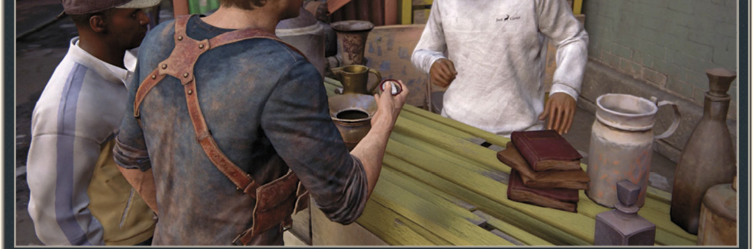
Earthenware Mug



Explore the dark alley behind the Passport/Visa Bureau near where you start the chapter. The Earthenware Mug is sitting on a stack.

“Antique” Compass





Haggle three times with this trinket merchant on the marketplace's right side to purchase the "Antique" Compass for $300.

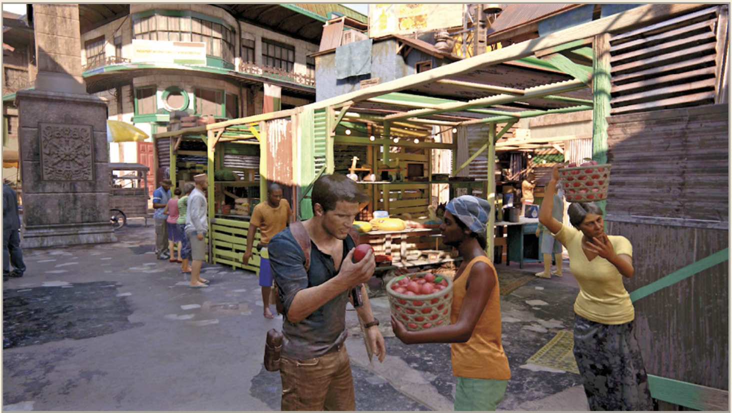
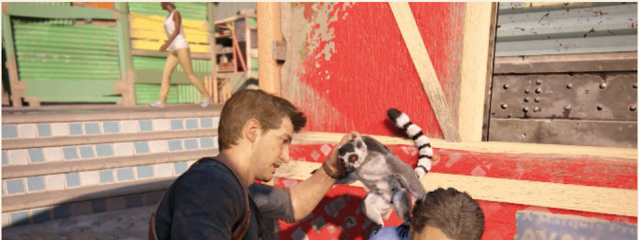
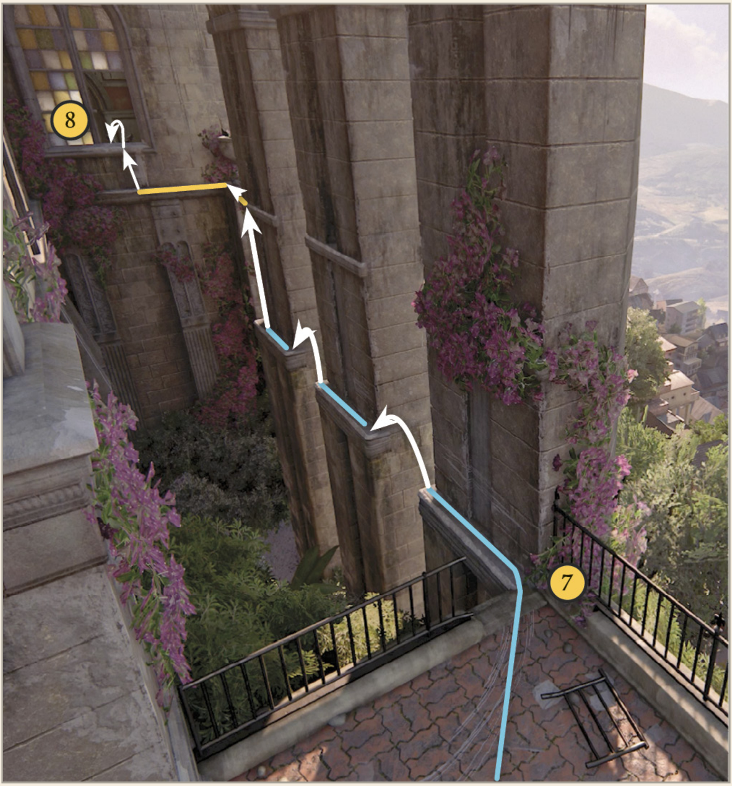


Fig. 11-1. Buy an apple from the apple lady. Later, you can lose it to a lemur for a trophy.

Trophy: Don't Feed The Animals



When you buy an apple from the street vendor and then interact with the lemur, the lemur steals your apple and runs back to its owner. This earns you the “Don’t Feed The Animals” trophy. Check out that lemur. It’s a cute collectible.



When you finally reach the tower, you find the front door locked **(6)**. Go rightward to the railing where Sully points out the broken stained glass window above. Slide through the hole in the fence **(7)**, then hop from pillar to pillar and climb through the window **(8)**.

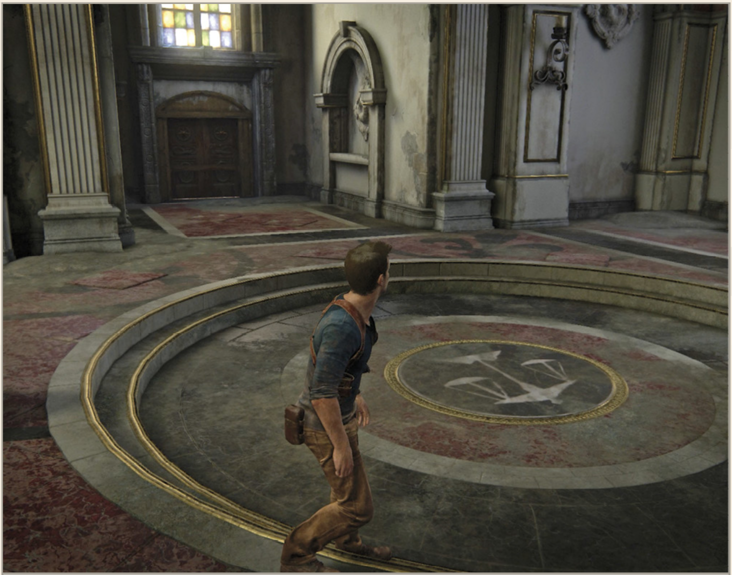
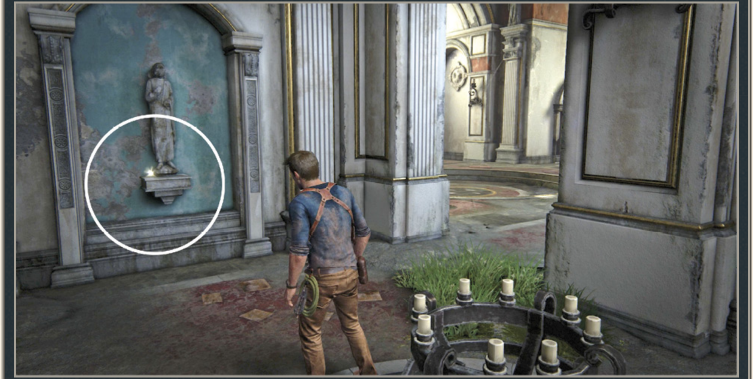


Fig. 11-3. Another floor sigil—this one is Edward England's, just like the map said.

Nephrite and Jade Bowl

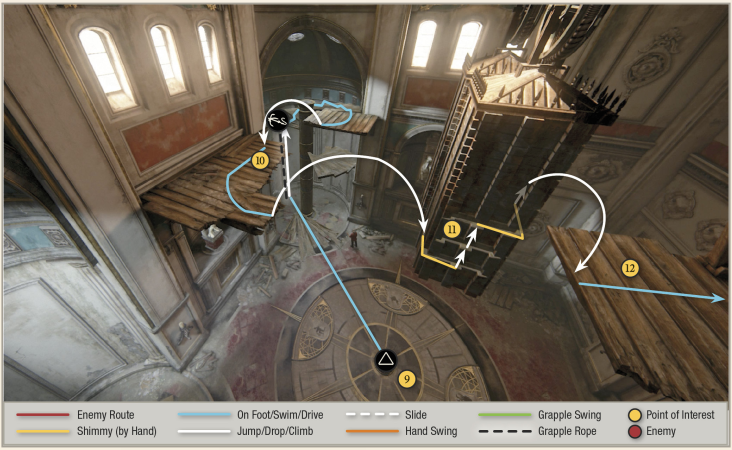


Enter the alcove off to the side of the room with Edward England's sigil on the floor. Find the Nephrite and Jade Bowl at the base of the statue.

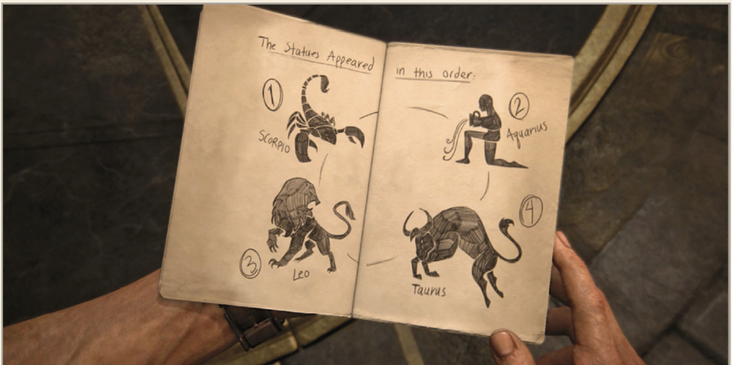
Trophy: Treasure Hunter

If you've collected all the treasures we've identified so far, collecting the Nephrite and Jade Bowl will earn you the "Treasure Hunter" trophy for collecting 50 treasures. Don't throw in the towel; there's more to come.

CLIMB TO SCORPIO



Examine the podium **(9)** in the center of the floor. This triggers another cutscene: Nathan inserts Avery's coin and the clock mechanism activates. Up above, four Zodiac statues rotate in this order: Scorpio, Aquarius, Leo, Taurus.



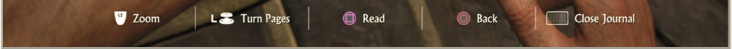
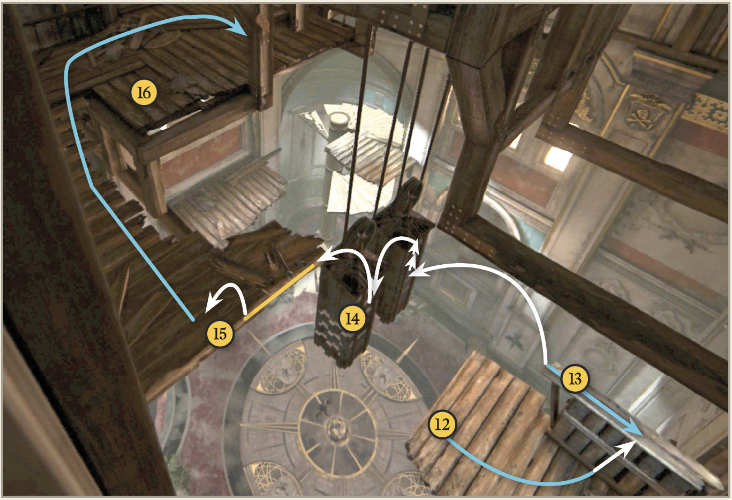


Fig. 11-4. After you activate the clocktower mechanism at the podium, Nathan sketches the order of the Zodiac statues.

Walk under the broken spiral staircase and sling your hook at the grapple point. Climb the rope onto the stairs and follow the stairs to the top. Jump to the broken platform **(10)**, and then hop to the rightmost clock weight **(11)**; Nathan's added weight pulls it downward. (It also pulls the other clock weight upward.) Just hang on until the clock weight stops. Then climb rightward and upward across the clock weight's grooves until you reach the top of the opposite side. From there, hop across to the next platform **(12)**. Behind you, the two clock weights rebalance.



Now comes a tricky jump puzzle. Climb atop the low wall section **(13)**. Remember, when Nathan hangs on a clock weight, his added weight pulls it downward, while the opposite clock weight is pulled upward.

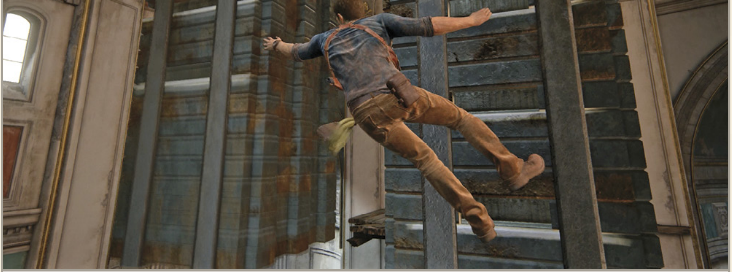
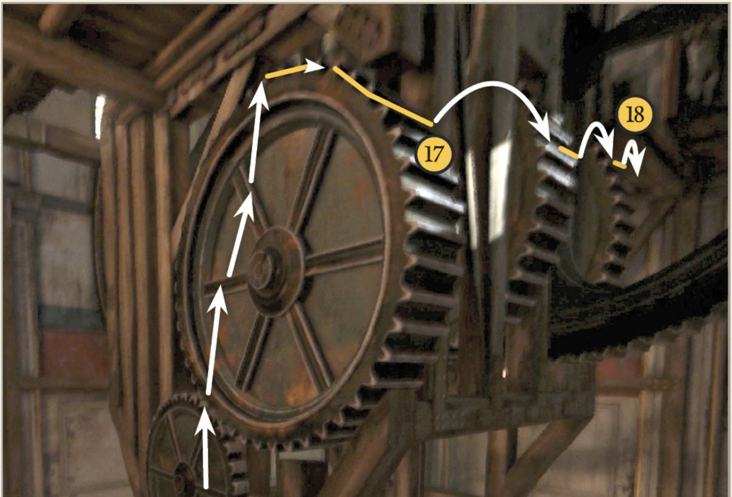
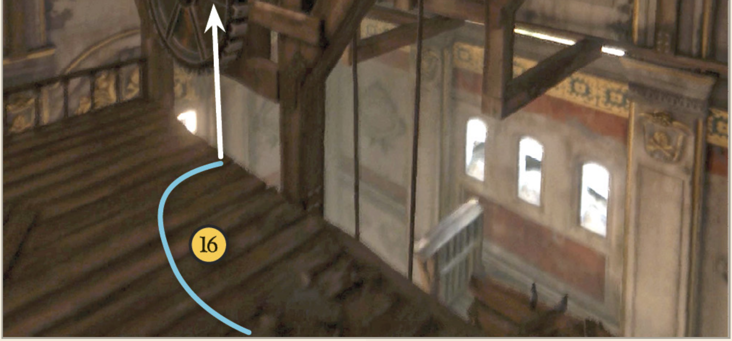
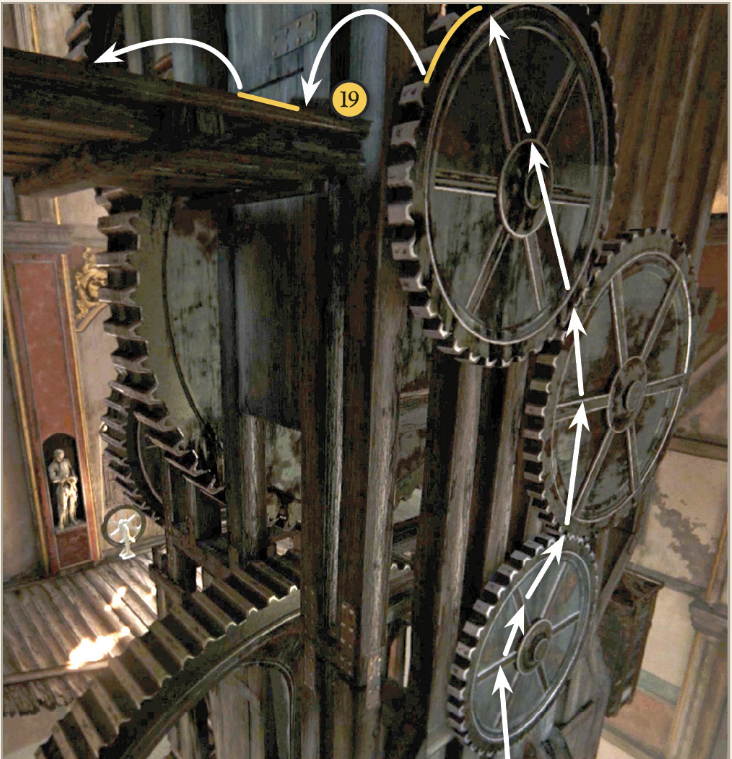


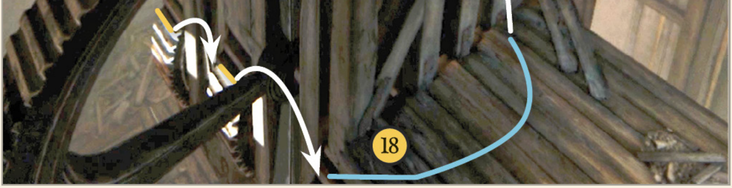
Fig. 11-5. Jump across from weight to weight as they rise past you.

Jump across to the first (rightmost) clock weight and scramble to the top; leap leftward to the second clock weight **(14)** as it rises past you. Climb quickly to the top of the second weight, then hop back rightward to the first weight. Keep hopping back and forth, riding higher until you can finally leap from the top of the second (leftmost) clock weight over to the landing **(15)** on the left…which promptly starts to collapse. Hurry! Scramble up the collapsing landing and hop over onto the platform to the right **(16)**. Whew!









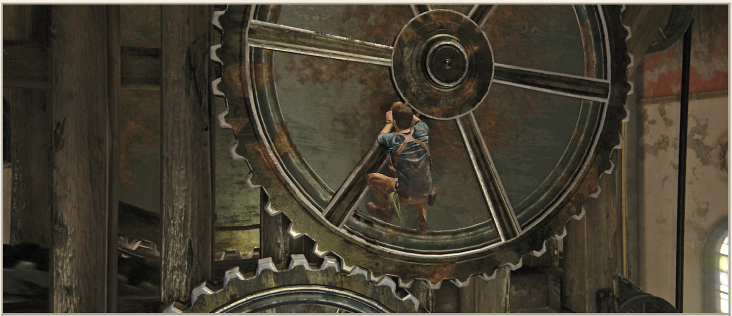


Fig. 11-6. Climb the gearwheels to Leo, then up to Scorpio.

MOMENTUM OF RISING WEIGHTS

If you hop to the lower half of the opposite weight as it rises past you, it's built up enough upward momentum so that you can ride higher each time.

Next, climb to the top-right of the rotating gear face, slide around to grab the gear's teeth **(17)**, and then climb rightward from gear to gear until you can climb up on the Leo bell platform **(18)**. Unfortunately, Leo is the *third* bell you want to ring, so don't ring it now. Instead, climb up the three gear faces until you can grab the Scorpio bell platform **(19)**. Climb up and turn the crank to ring the Scorpio bell. This triggers a scene: Sully reports that the Scorpio floor lock has released. Nathan crosses off the Scorpio symbol in his journal.

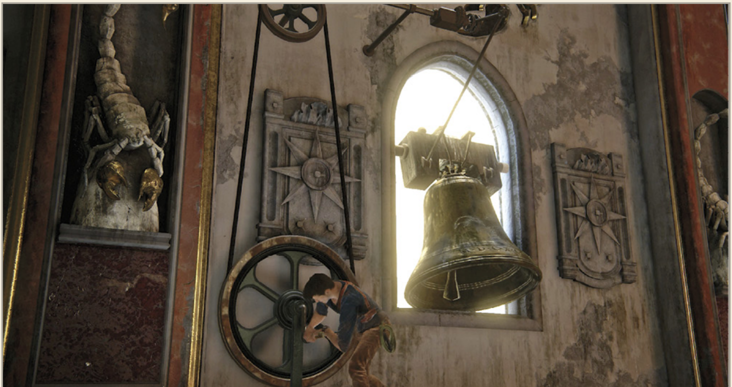
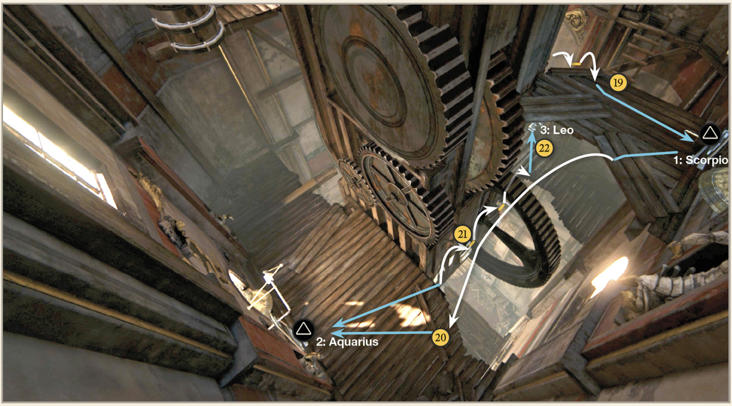


Fig. 11-7. Ring the Scorpio bell first. Below, the Scorpio lock releases!

JUMP OR CLIMB TO AQUARIUS



After you ring the Scorpio bell, turn right and go to the edge of the platform to see the Aquarius bell platform **(20)** below you. You can climb down to it via the gears, or just make the big jump down. Turn the crank to ring the Aquarius bell. Below on the floor, the Aquarius lock is released. Nathan crosses Aquarius off the list in his journal.

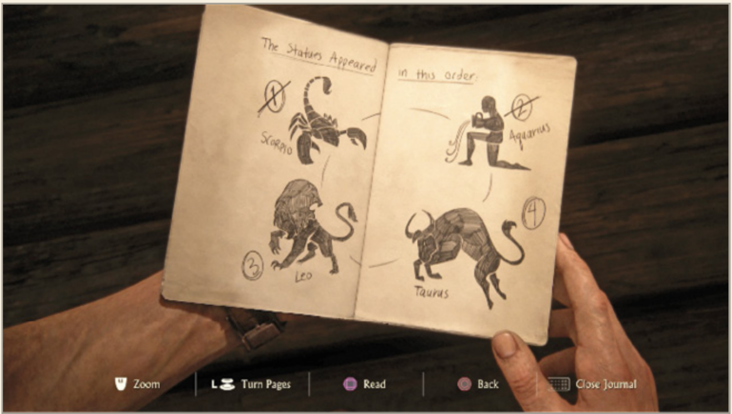
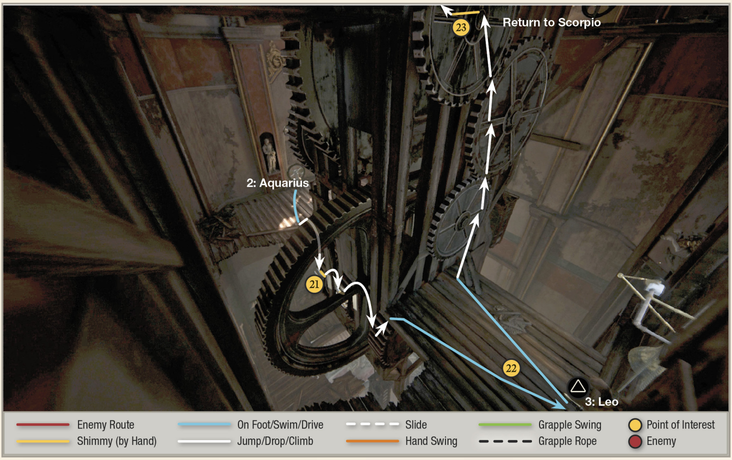


Fig. 11-8. Ring the Aquarius bell second; Nathan crosses it off in his journal.

CLIMB TO LEO



After you ring the Aquarius bell, turn around and step to the edge of the platform on the right side of the central gear tower. Jump down to grab the teeth of the first gear below **(21)** and climb rightward and hop through the turning wheel to the second gear. Climb up that gear to reach the Leo bell platform **(22)**. Turn the crank to ring the Leo bell that releases the Leo lock on the floor below; Nathan crosses off Leo in his journal. Now climb the gears, heading upward and leftward **(23)** to return to the Scorpio bell platform.

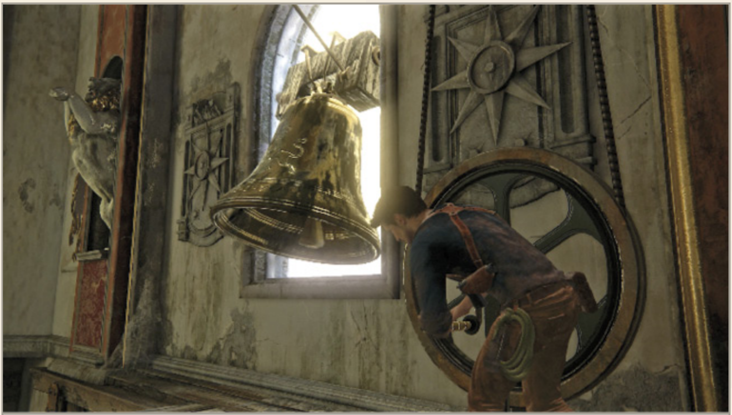
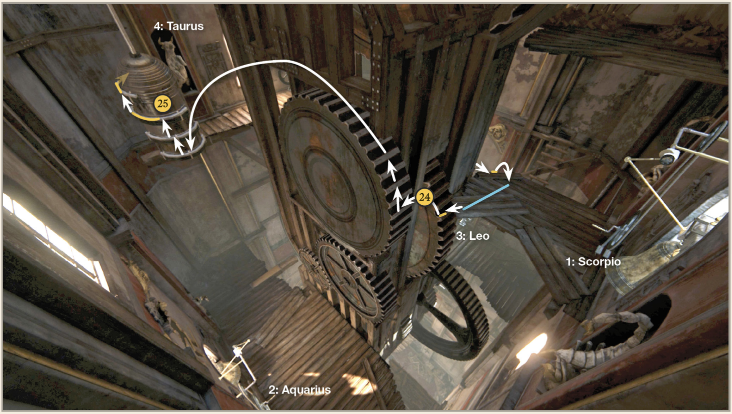
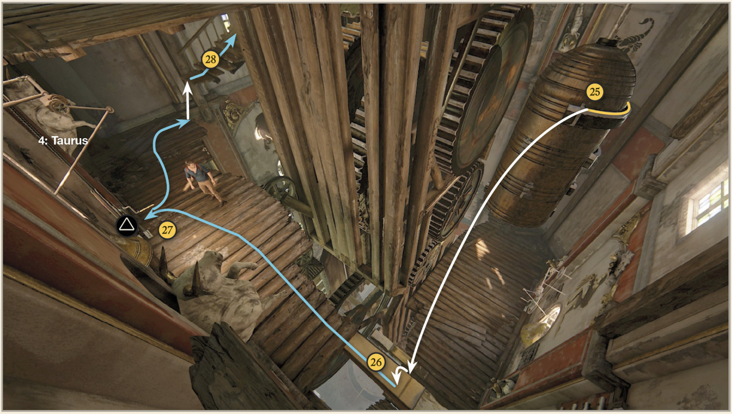


Fig. 11-9. Ring the Leo bell third in the series.

CLIMB TO TAURUS





From the Scorpio platform, climb leftward and upward across the teeth of the two turning gears **(24)**. Scramble atop the second gear, then hop across to the swinging pendulum **(25)**. Shimmy around to the far side of the pendulum. Note that Nathan reaches out his hand as the pendulum swings close to the end of its arc. When you see this, hop to the beam **(26)** jutting from the Taurus bell platform. Pull yourself onto the platform and turn the crank to ring the Taurus bell **(27)**.

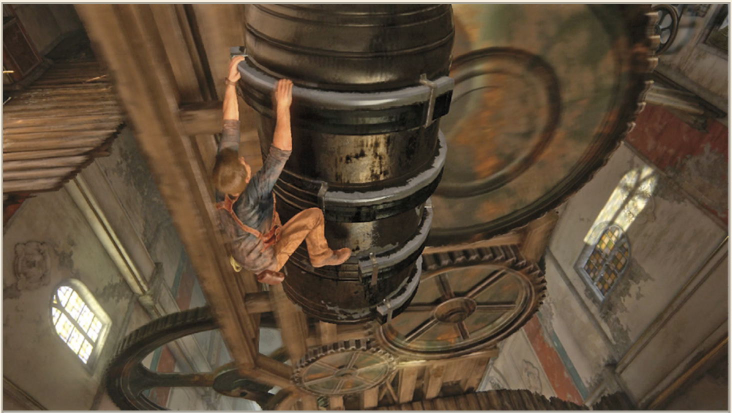


Fig. 11-10. Jump from the swinging pendulum when you see Nathan reach out.

Down on the floor, Sully reports that releasing the last Zodiac lock reveals Avery's sigil…but nothing else happens. Then Nathan sees a new staircase **(28)** lowered to his platform. Looks like you've got more climbing to do.

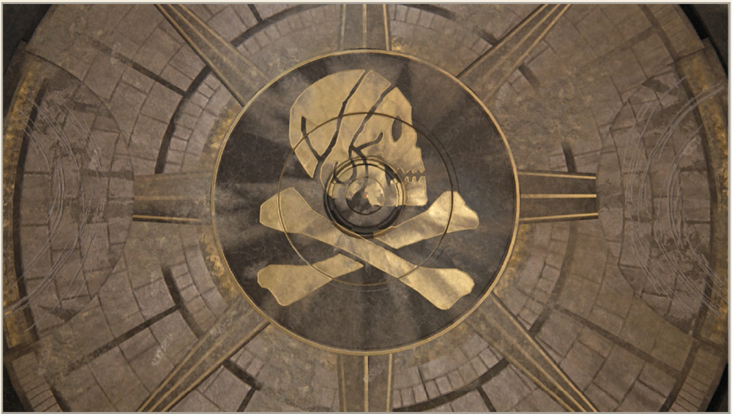
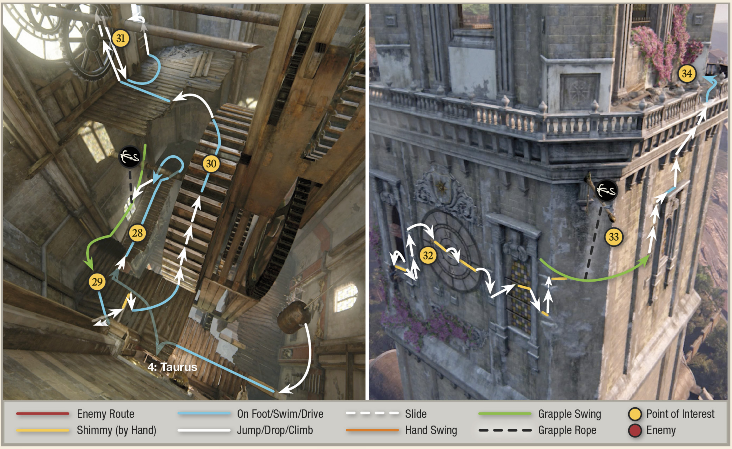


Fig. 11-11. Avery's sigil appears on the floor below once all four Zodiac locks are released. But you have one more bell to ring.

CLIMB ACROSS THE CLOCK FACE!



Jump to the newly lowered staircase and ascend the stairs to the landing. Use the grapple point to swing across to a platform **(29)** with a big lever. Climb the handholds on the lever housing and slide left to hang on the lever; Nathan's weight pulls it down. This halts the nearby spinning gear **(30)**, which lets you climb it. (When the gear is spinning, it turns too fast to climb.) But hurry! The moment you drop from the lever, you get just 12 ticks (seconds) to climb the gear teeth and hop over to the next platform.

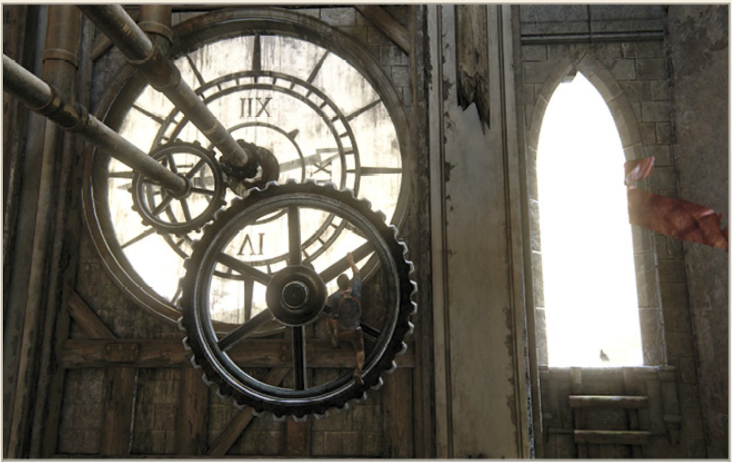


Fig. 11-12. Set the clock from inside so that the minute hand outside points toward the two o'clock position.

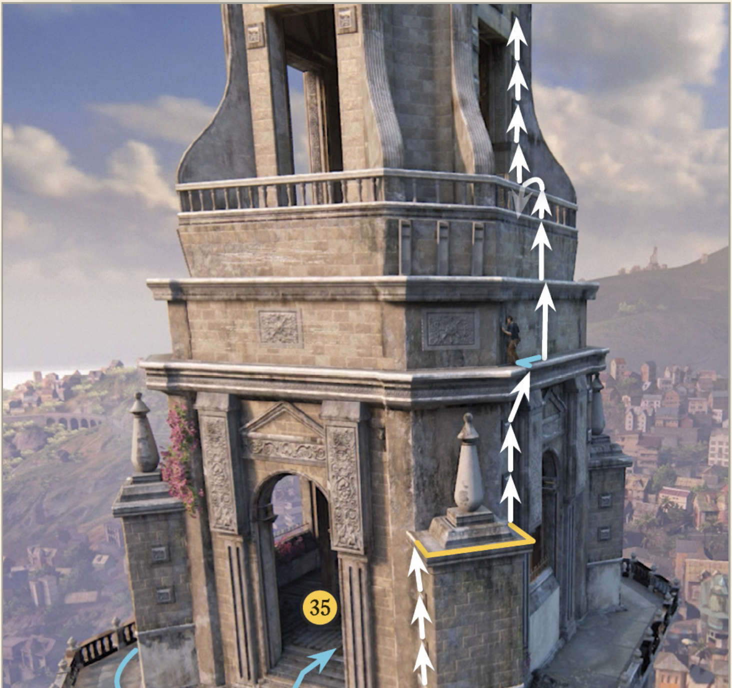
The only way up to the belfry is across the outside of the tower. But if you climb outside the open window, you see that the handholds only get you to the clock face and no further! You must manipulate the clock's minute hand (the longer one) so that it gives you something to climb across.

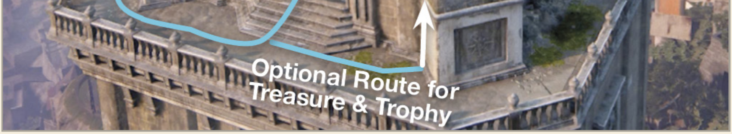
Here's how to do this:

- Inside, jump onto the right side of the big gear wheel **(31)** to pull it downward. This turns the hands clockwise on the clock face outside.
- Keep pulling the gear wheel until the minute hand (the longer hand) is pointing to the two o'clock position—that is, to the left (as seen from inside) and slightly up.
- Climb out the window and use the handholds to reach the hour (shorter) hand **(32)**. Then use the minute (longer) hand to slide rightward across the clock face. Hurry! The minute hand starts dropping the moment you grab it!

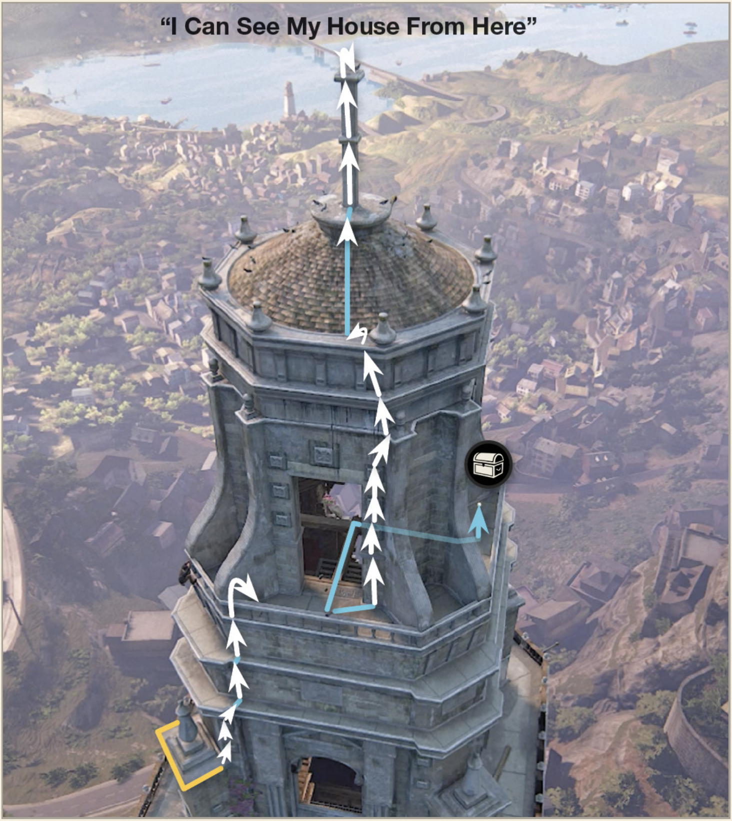
Use the handholds and window bars to reach the corner, then sling your grapple hook at the flag pole **(33)** and swing around the corner to handholds on the other side. Climb up to stand on the ledge above the window. Then climb straight up to reach the belfry balcony **(34)**.

OPTIONAL: TREASURE & TROPHY

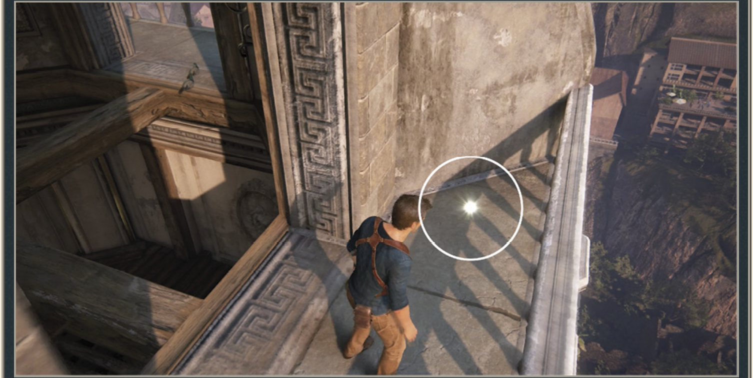




From here, you can simply walk around to the belfry entrance **(35)** and ring the big bell, if you want. But first, you can find a treasure and acquire a special trophy by climbing just a bit further.



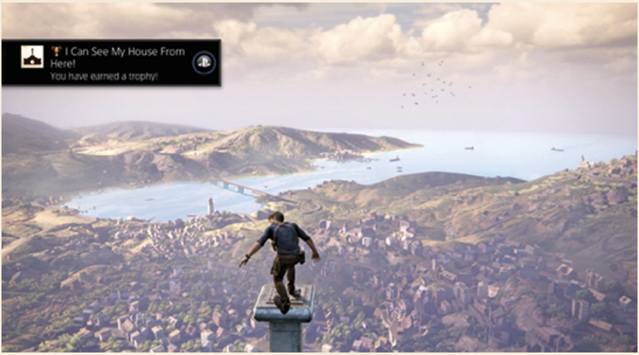
Ivory Handle Dagger



Climb the handholds just right of the belfry entrance, then scale the ledges up to a narrow balcony. Walk across the beams leading to the right to find the Ivory Handle Dagger on the side balcony.

Fig. 11-13. Climb quickly across the clock face—the minute hand will sag when Nathan hangs on it.

Trophy: “I Can See My House From Here”



Climb the route shown on our map all the way to the top of the spire to earn the trophy. Then retrace your climbing route back down to the belfry entrance **(35)**, or use the grapple to swing into the upper level of the bell tower.

RING THE BELFRY BELL

When you turn the crank to ring the belfry bell, the ancient crank handle breaks off. Jump to grab the clapper hanging underneath the bell, and then start swinging to ring the bell. This triggers a crazy falling sequence.

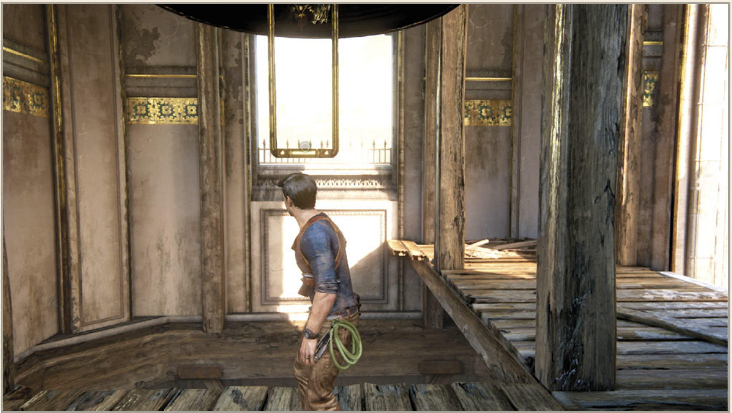


Fig. 11-14. Jump to grab that clapper, then start swinging.

SURVIVE THE TOWER FALL!

First, watch Nathan tumble until he starts sliding down a big gear. When he reaches the bottom of the gear (and cries “Now!”), hit ⊗ to jump. Nathan leaps and snags the swinging pendulum. You can climb it if you want, but it won’t matter.

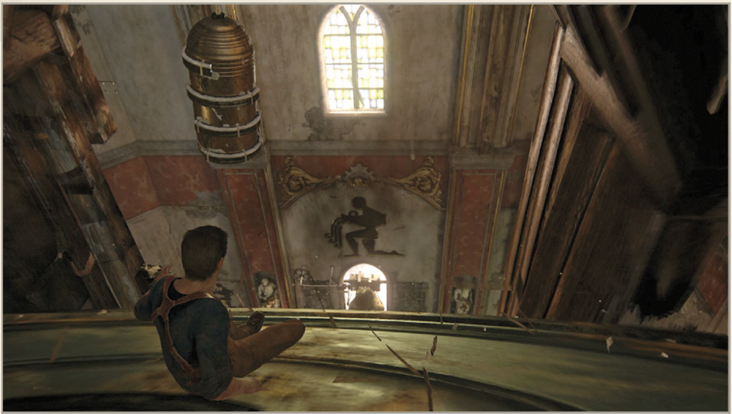
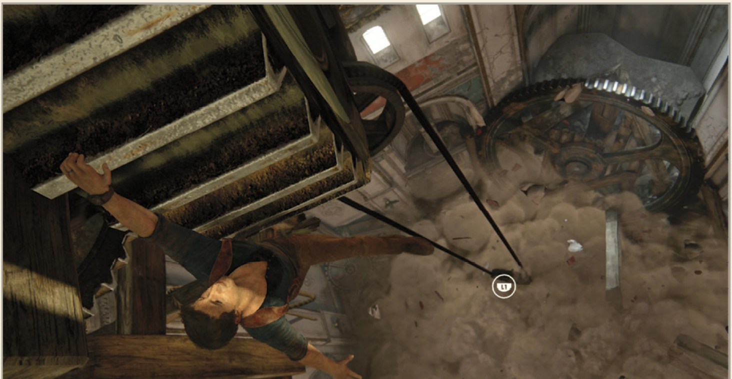


Fig. 11-15. Jump when you reach the bottom of this slide down the big gear.

After a few seconds, Nathan falls onto the teeth of a big gear. When the gear starts turning, climb fast up the teeth! (If you don’t climb, Nathan takes a deadly drop.) Nathan ends up hanging from the gear. Now watch carefully. The big belfry bell hits the gear, knocking it loose.

The moment you see the **L1** icon appear on the pulley belt just below Nathan *(see Fig. 11-16)*, hit that button to sling your grapple hook to it. This slows Nathan’s fall just enough that he drops to the floor safely.



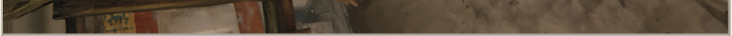
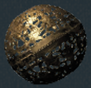


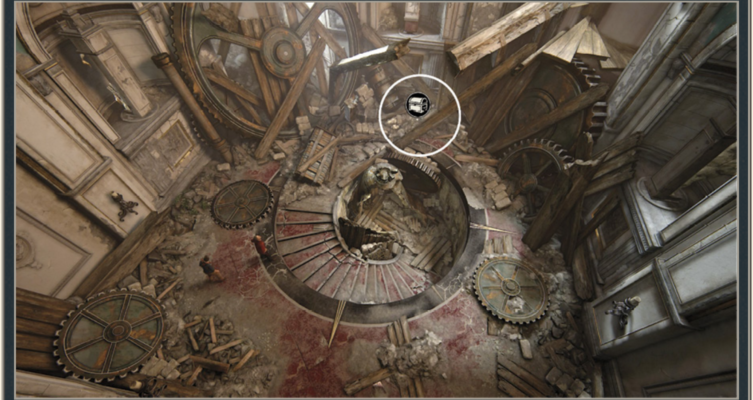
Fig. 11-16. Sling your hook at that grapple point below.

SOLVE THE BASEMENT PUZZLE

Find the treasure in the debris pile nearby. Then head down the spiral staircase and get Sully's help to move the debris that blocks the passage. Continue downstairs as Sully finally makes phone contact with Sam.



Brass Globe Hand Warmer



After you survive the plunge from the belfry to the tower floor, look for the Brass Globe Hand Warmer in the debris on the floor next to the fallen pendulum.

At the bottom, push open the door to enter the puzzle room. Examine the puzzle wheel mechanism—Nathan notes the square sigil tiles of Avery and Tew, and Sully points out the star patterns on the edges.

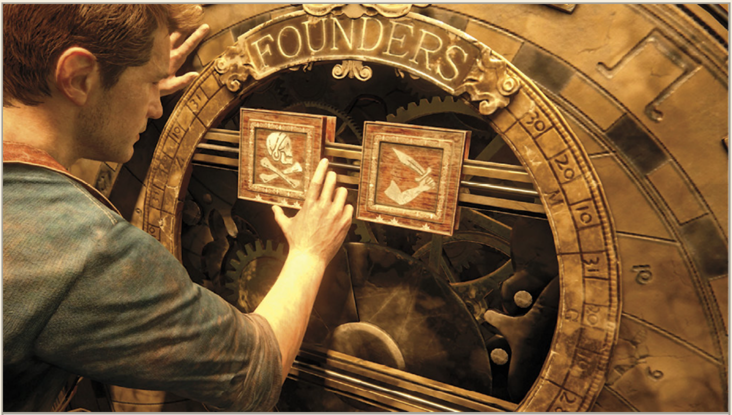


Fig. 11-17. Note the star patterns along the edges of the sigil tiles.

First Sigil Set: Avery, Tew

Turn both sigil tiles so that their star patterns are aligned in the middle *(see Fig. 11-18)*, thus matching up. Specifically, select Avery's sigil (skull and crossbones) and press **L1** once; then select Tew's sigil (arm and sword) and press **R1** once. This slides three more pirate sigils into the center of the puzzle wheel. Nathan recognizes these as the sigils of Adam Baldridge, Anne Bonny, and Christopher Condent. It also opens a nearby door.

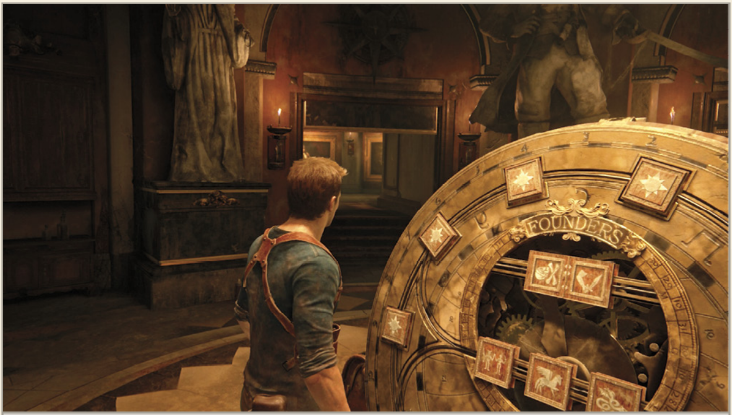


Fig. 11-18. Turn the first two pirate sigil tiles to align the star patterns on the edges. This brings up a second set of sigils.

Second Sigil Set: Baldridge, Bonny, Condent

The three new sigils can be rotated too. To figure out the correct alignment, enter the newly opened room. On the walls hang portraits of the pirates associated with the new set of sigils: Baldridge, Condent, and Bonny. Each portrait includes a subtle square with stars along certain edges. Approach each portrait and hold in **L2** to bring up a square template. Use the right stick to move the template over the square in the painting and press △; Nathan sketches the sigil and its star pattern in his journal.

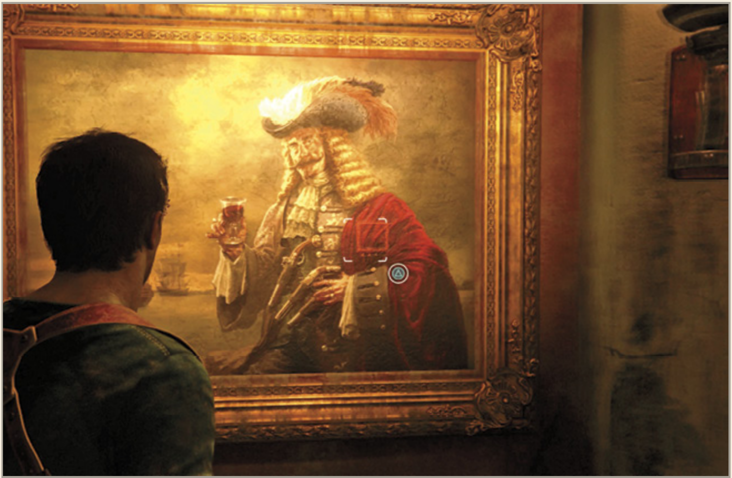


Fig. 11-19. Adam Baldridge's star square location

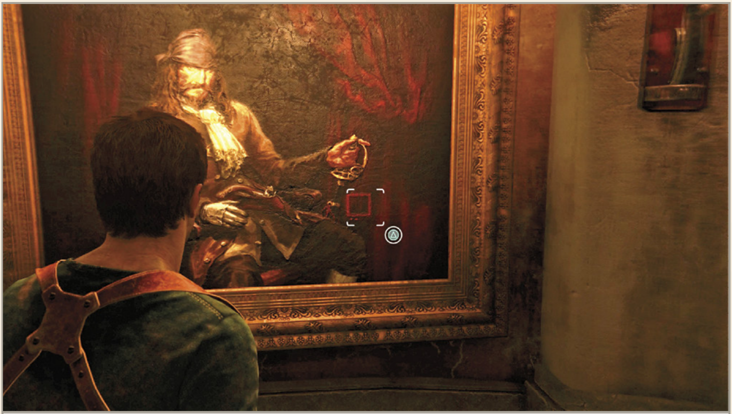


Fig. 11-20. Christopher Condent's star square location

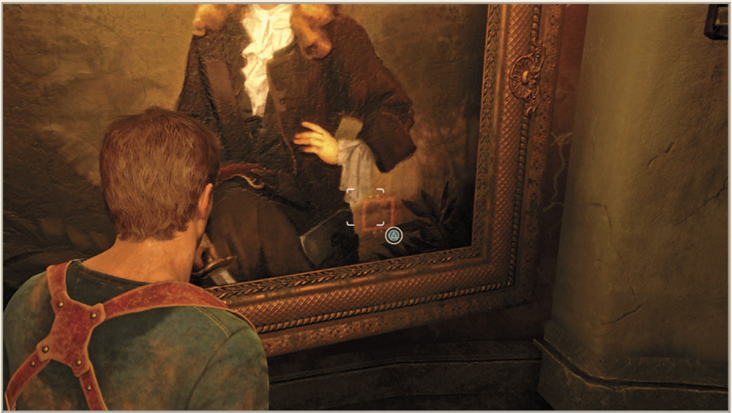


Fig. 11-21. Anne Bonny's star square location

After you select/enter all three sigil star patterns, a quick scene triggers: Nathan tears out the three star patterns from his journal and arranges them side by side on the page, in the same order as on the puzzle mechanism. Now you can turn the squares in the journal to match up the star patterns of the edges *(see Fig. 11-22)*. Once you do this, go back to the puzzle wheel mechanism and turn the three wooden sigils to replicate this arrangement *(see Fig. 11-23)*.

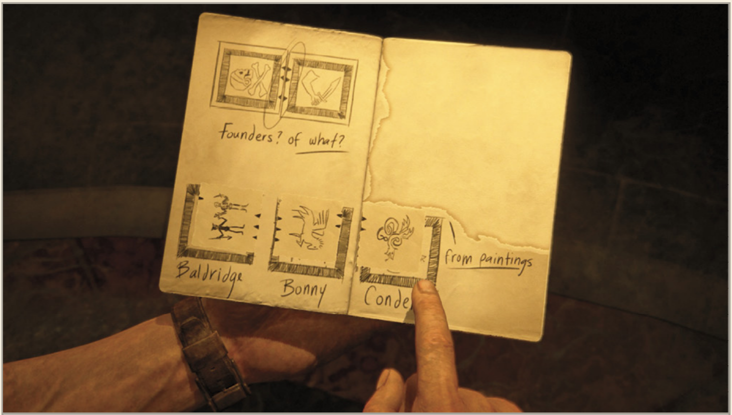


Fig. 11-22. Here's the correct alignment of sigils in your journal.

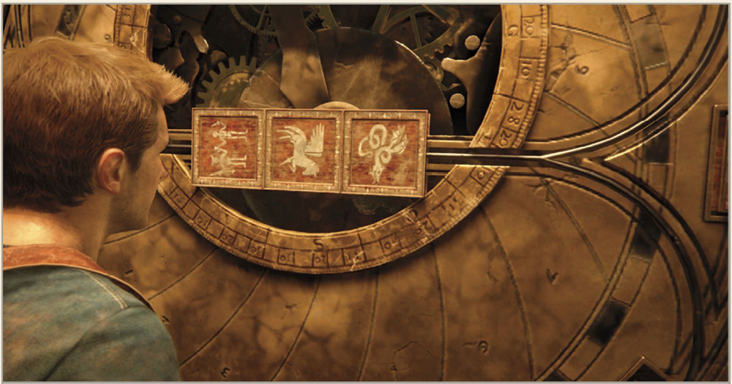


Fig. 11-23. Here's the same sigil alignment replicated on the puzzle mechanism.

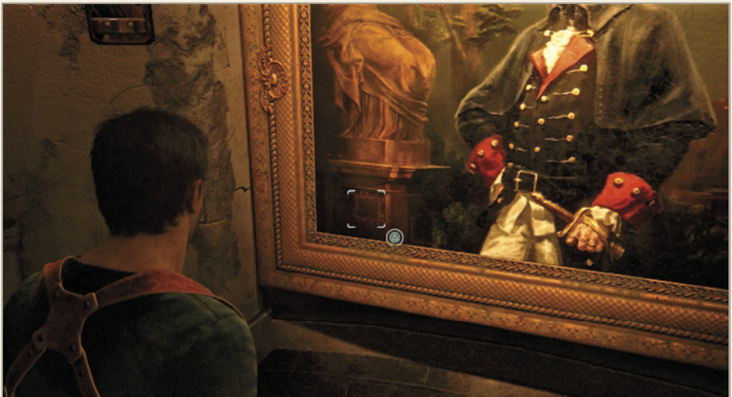
Third Sigil Set: Mayes, Want, Farrell

Solving the second set of sigils opens a new room and brings up a new set of three sigils. This time, Nathan isn't sure which pirate captains are associated with the sigils, so he uses Sully's phone to take a picture. Center the three new sigils in the viewfinder and press ✕ to snap the photo. Nathan automatically texts the picture to Sam.

Trophy: Glamour Shot

Get Sully to say "cheese" and snap his photo to pick up the "Glamour Shot" trophy.

Now enter the newly opened room. Once again, the wall features portraits of pirates: William Mayes, Richard Want, and Joseph Farrell. (Farrell's portrait is on the floor; hang it back on the wall with Sully's help.) As before, examine the subtle square on each portrait to log it in your journal. After you examine the first one, Sam calls with the info you need on the sigils: the dolphins are Want's sigil, the trident is Farrell's sigil, and the skeleton hands with a pearl are Mayes' sigil.



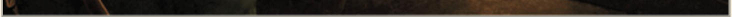


Fig. 11-24. William Mayes' star square location

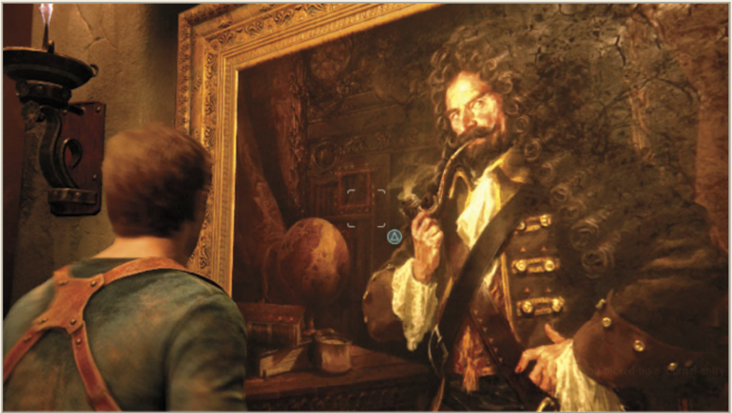


Fig. 11-25. Richard Want's star square location

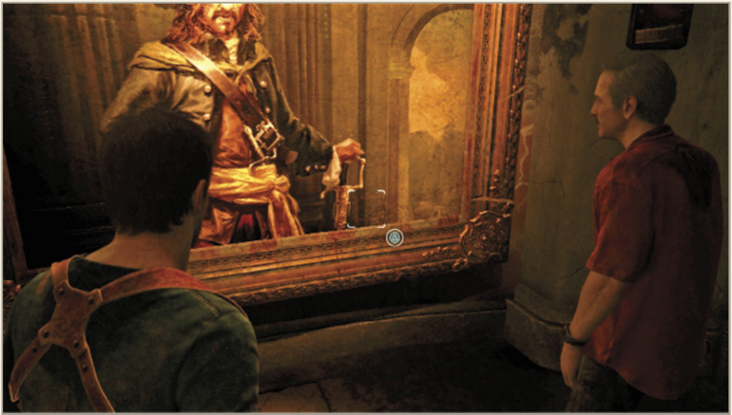


Fig. 11-26. Joseph Farrell's star square location

After you find and log the third star pattern, return to the puzzle wheel mechanism. Use Nathan's new journal entry to figure out how to turn the sigils to match up the star patterns. Then rotate the wooden sigils on the wheel mechanism to replicate this arrangement *(see Fig. 11-27)*.

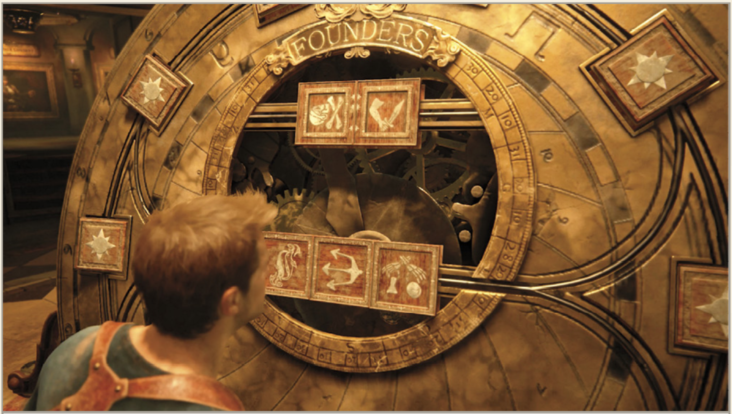


Fig. 11-27. Here's the third set of sigils aligned correctly on the puzzle mechanism.

Fourth Sigil Set: England, Malik, Unknown, Al-Basra

Solving the third set of sigils opens a final room and brings up a new set of sigils, this time four of them. As before, Nathan isn't sure about the sigils, so he uses Sully's phone to take another photo for his brother. Again, press ✕ to snap and text it to Sam.

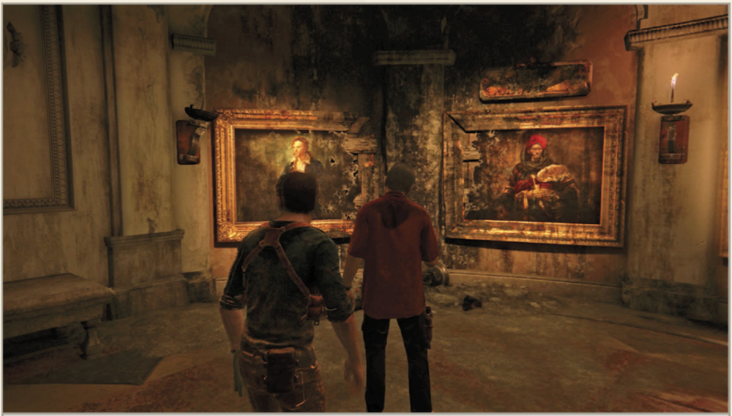


Fig. 11-28. Fire damage complicates the puzzle solution in the last room.

Now enter the newly opened room with four portraits. This time, fire has damaged the two on the left, with burn marks also obscuring those two names. The names still visible over the other two portraits on the right are al-Basra and England. Soon Sam texts the info you need on the order of sigils on the puzzle wheel mechanism. From left to right: Edward England the scales, a monkey sigil that Sam doesn't recognize, Tariq bin Malik the sea serpent, and Yazid al-Basra the tiger.

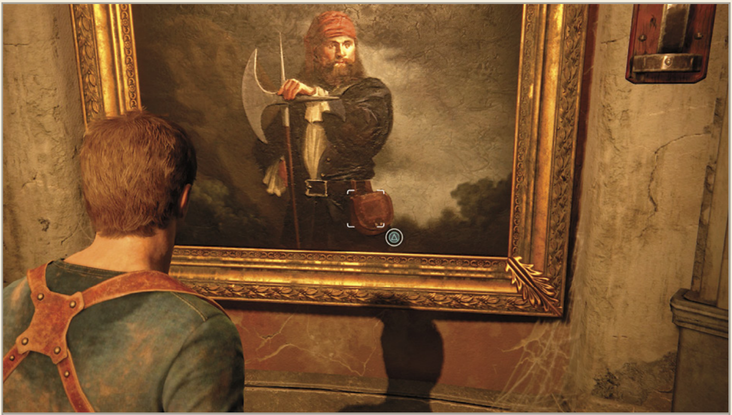


Fig. 11-29. Edward England’s star square location

As before, examine the subtle square with a star pattern on each of the four portraits to log it in your journal. While observing the paintings, Drake will not recognize the pirate on the far left. When you acquire that sketch, open your journal and place that star-pattern square over the monkey sigil. That means the other pirate with no nameplate is most likely Malik, so place that star-pattern square over Malik’s sea serpent sigil.

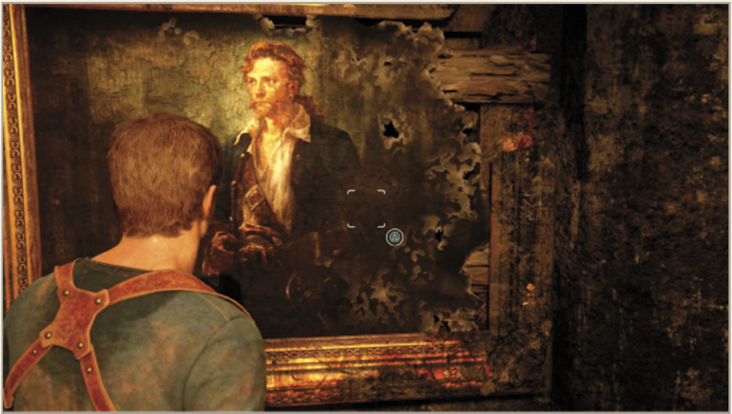


Fig. 11-30. Unknown Pirate’s star square location

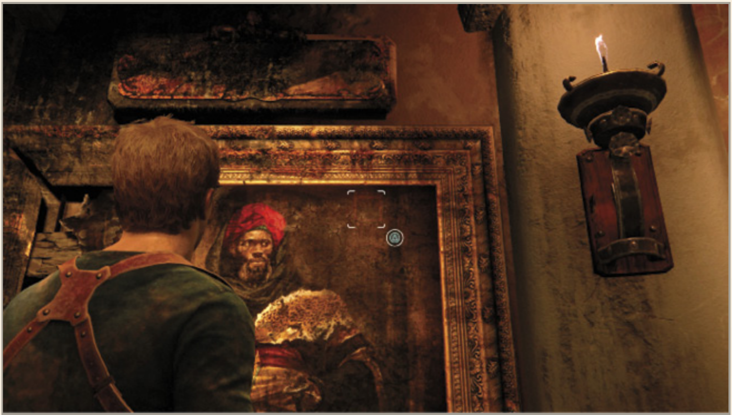


Fig. 11-31. Tariq bin Malik's star square location

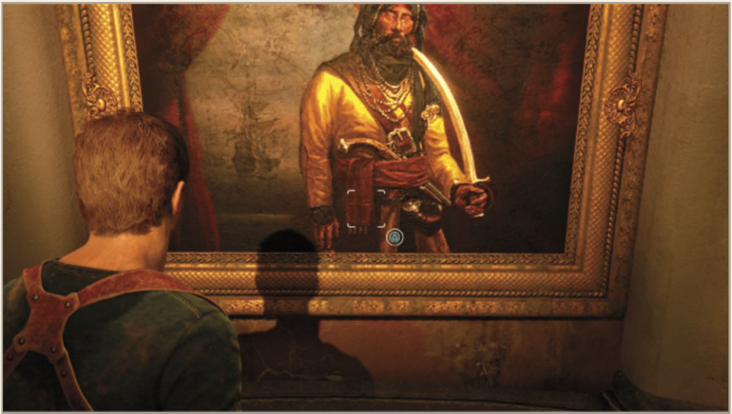


Fig. 11-32. Yazid al-Basra's star square location

After you find and log the fourth star square pattern, you can return to the puzzle wheel mechanism. Open your journal and use Nathan's new entries to match up the star patterns. Then rotate the wooden sigils on the mechanism to replicate this arrangement *(see Fig. 11-33)*.

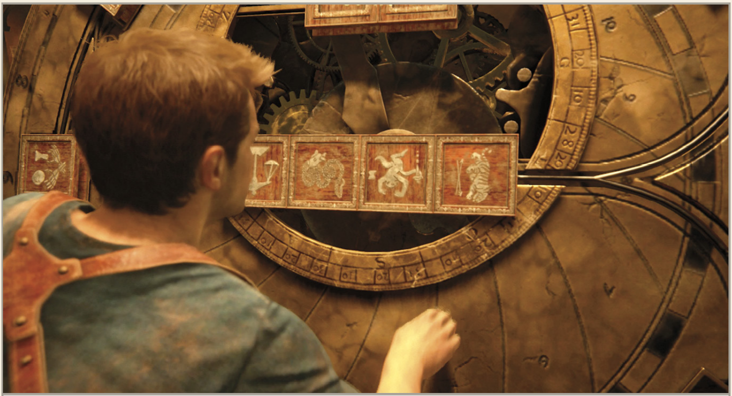
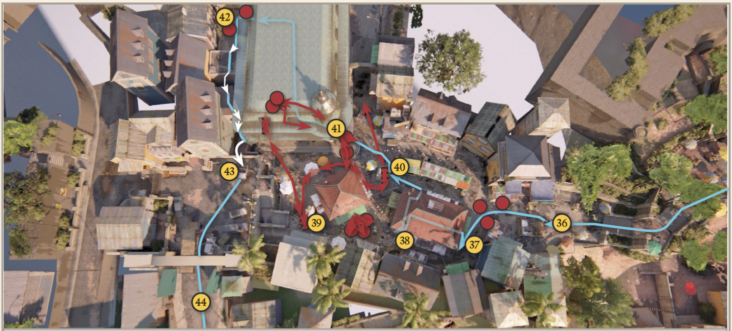


Fig. 11-33. Here's the correct alignment of the last four sigil tiles on the puzzle mechanism.

Correctly aligning the fourth set of sigils activates the mechanism to reveal a set of three map disks. Take photos of all three as prompted, and then watch the extended cinematic: Nathan realizes that the three disks must form a combined clue. He also learns that Rafe Adler has a tap on his data stream.

Fig. 11-34. Nathan comes up with a solution, to the benefit of all in the hunt.

FIGHT PAST THE MARKETPLACE MERCENARIES



━ Enemy Route	━ On Foot/Swim/Drive	- - - Slide	━ Grapple Swing	● Point of Interest	▨ Enemy Vehicle
━ Shimmy (by Hand)	━ Jump/Drop/Climb	━ Hand Swing	- - - Grapple Rope	● Enemy	● Cairn

Exit via the open doors, descend the stairs, and proceed to the tower's front entrance. Press △ to unbar the door and exit; Nathan points out "Sam's tower" in the distance—it's down by the waterfront. Now follow Sully through the marketplace.

Trophy: Stage Fright

Yes, Rafe knows your GPS position, but you want a trophy, don't you? As soon as the long cinematic ends, stand perfectly still for 30 seconds to earn this one.

When you reach the bottom of the staircase, three Shoreline goons arrive and open fire. Take cover behind the wares **(36)** and wipe out this first wave. Then push forward until the Shoreline turret truck opens fire with its brutal, top-mounted 50-caliber machinegun. Quickly dive behind the left side of the meat counter **(37)** to cut off its shooting angle.

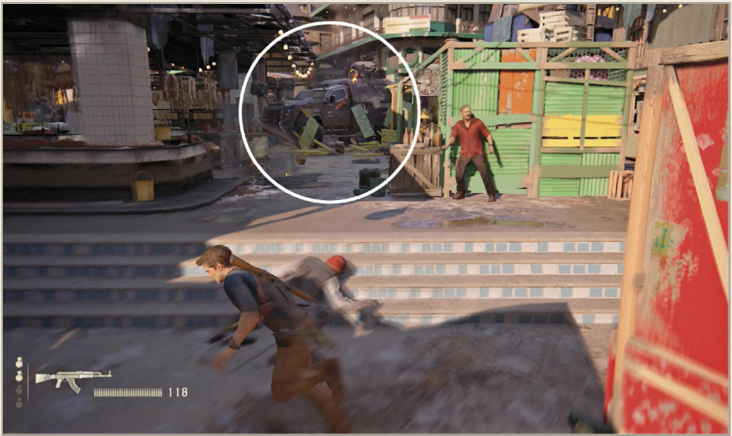


Fig. 11-35. When this Shoreline turret truck (circled) opens fire, stay in cover!

You can't take out this thickly armored truck, and its gun turret is quite lethal, so your objective here is evasion and escape. Stay left and pick off the troopers deployed ahead. Then push forward to the far end of the meat market **(38)** and stop. The turret truck roars into position directly ahead **(39)** looking to cut off your escape.

ESCAPE THROUGH THE PASSPORT OFFICE

Your only escape route now is through the Passport & Visa Bureau building to the right. Make a dash across the market to the stone pillar **(40)** and take cover. (The turret truck backs up again to target you.) Gun down the troopers who emerge from the nearby entrance **(41)**, then sprint inside and take cover behind the desk—more gunmen are posted across the room, plus the annoying turret truck smashes right into the lobby!

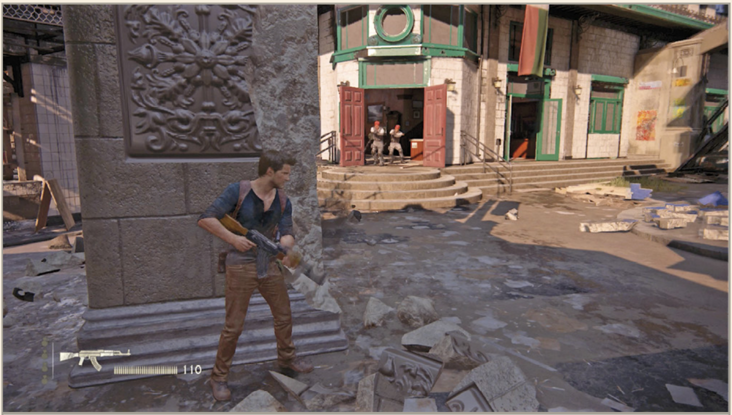
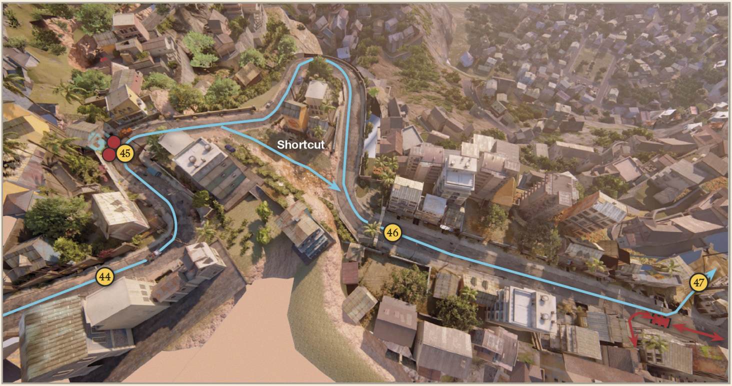


Fig. 11-36. Take cover at this pillar before entering the nearby Passport Office.

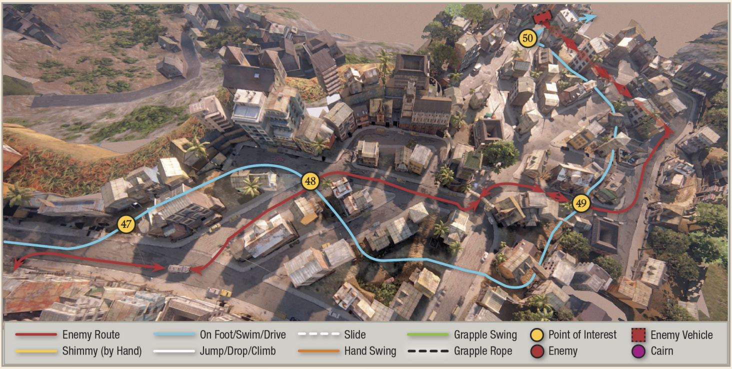
Again, you can't disable the truck so dash upstairs to the second floor. Two last goons lie in ambush out on the patio **(42)**, including one sneaky enemy who lurks just to the right beyond the doorway. After you clear the patio, run and jump across the rooftops and awnings overlooking the alley below until you reach your 4x4 **(43)**. When you hop inside, Sully joins Nathan. Accelerate down the road **(44)**.

Fig. 11-37. Jump in that 4x4 and drive!

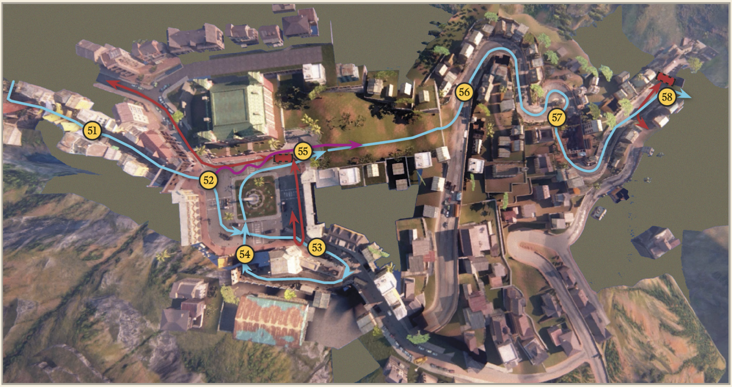
EVADE THE TURRET TRUCK



Now your objective is to reach Sam while dodging the relentless Shoreline turret truck. When Nathan asks how to do this, Sully replies, “Just keep heading downhill.” Good advice, Sully. Follow the street around the curve past two gunmen **(45)**. Run right over them if you want, but don’t stop. (More advice: *Don’t stop anywhere*. If you halt your 4x4 for too long, you fail and restart at the last checkpoint.) Take the alley shortcut on the right, then speed through the archway **(46)**, avoiding pedestrians en route. Soon the turret truck bursts onto the road ahead. Veer leftward through the alley **(47)** to avoid taking deadly fire.



Check our map to see the turret truck’s route (in red) along the city streets, and your evasive route (in blue) via alleys and other shortcuts. The routes cross several times **(48, 49)**—you can’t avoid these encounters, but if you follow our suggested path, you minimize exposure to the truck’s deadly gunfire. Just put your head down and accelerate hard. Keep plowing through fences, trashcans, crates, gardens, laundry lines, and other stuff as you grind through the yards and alleyways. Eventually, you reach a spot where the truck parks and waits for you **(50)**. Speed past it and veer left into the dead-end street. Then hit Pause and check out our next map.



You fly off an embankment and plunge through a street faire **(51)**, smashing downhill through tables full of wares. When you finally exit the promenade via the archway at the bottom **(52)**, you burst out into a big monument square…and run into the Shoreline turret truck again!

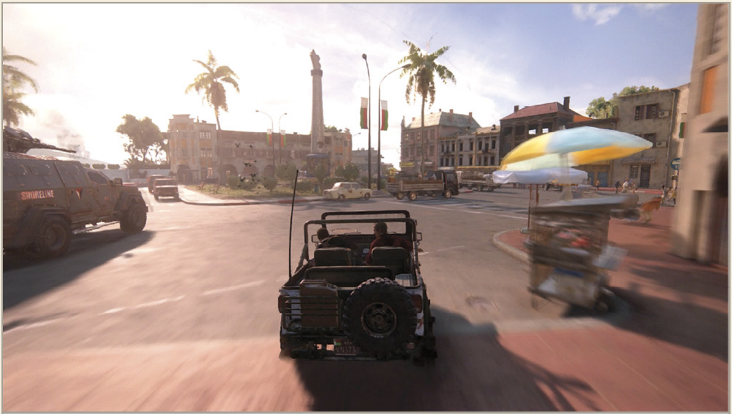


Fig. 11-38. When you reach this monument square, you can lure the turret truck away from your exit route.

Here the truck wants to prevent you from exiting the square via the staircase to the left **(55)**. You can try swerving back and forth behind the truck (see our pink route) and then accelerating past it up the staircase, but you'll take a lot of damage and you may fail.

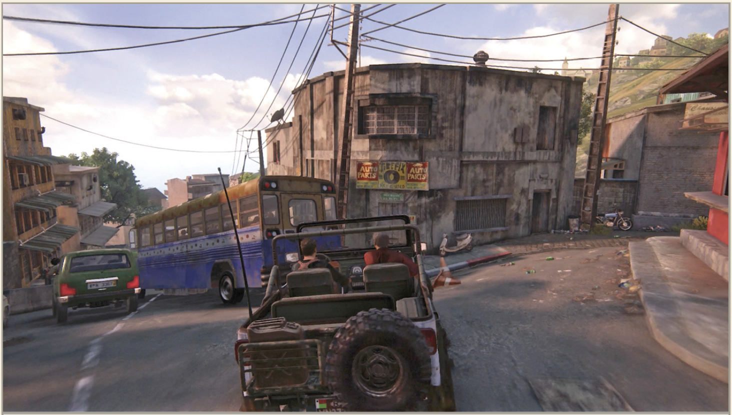


Fig. 11-39. Exit the square to the right and turn at the stalled bus into the back alley.

The safer route is to exit the square via the street to the right **(53)**, which lures the turret truck in that direction. Turn hard right at the stalled bus; drive down the back alley; smash through the small construction site **(54)** back into the square; speed around the monument and then directly to the escape staircase **(55)** on the far side.

Plunge down the grassy hill and turn left onto the street **(56)** at the bottom. Follow the curves until you reach the road construction **(57)**, then veer rightward to climb over the dirt mounds, going around behind the big digger. Continue down the road on the other side until, amazingly, the turret truck reappears and blocks the road. Turn hard right and smash through the chain-link fence **(58)** to escape.

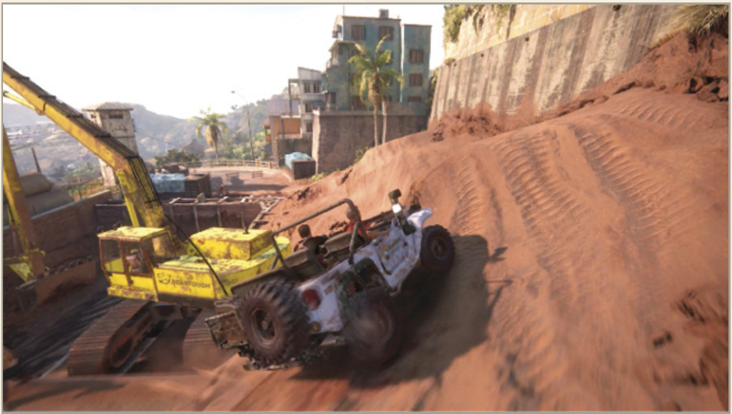
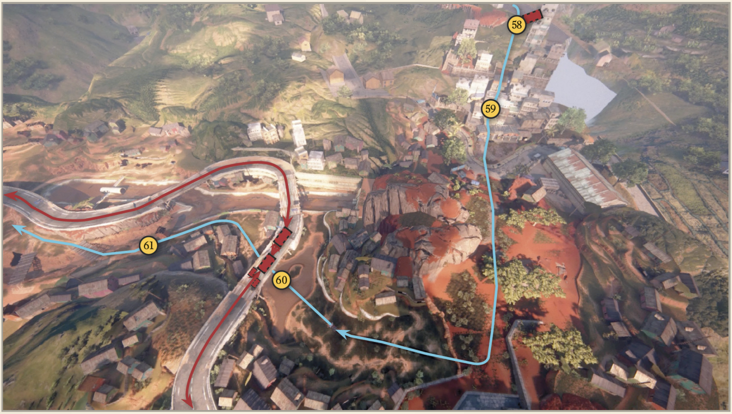


Fig. 11-40. Go off-road around the digger at the road construction site.

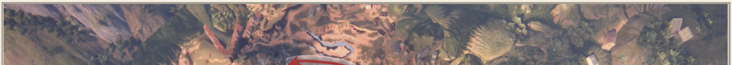
CATCH UP TO SAM

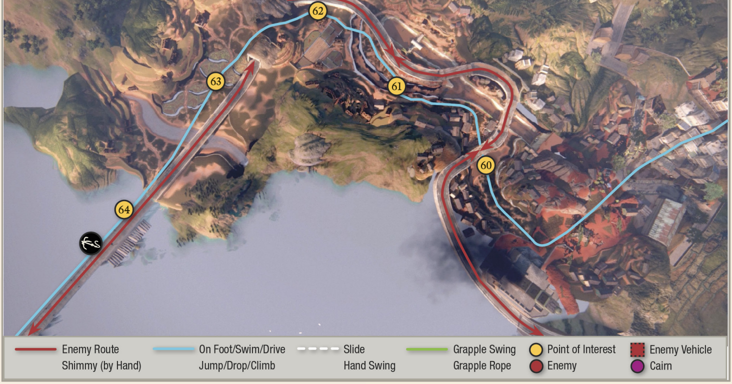


As you careen downhill, steer straight across the string of rooftops **(59)** until you bounce back onto the ground and see Sam's tower ahead. Head directly toward the tower until you trigger a short scene: Sully spots Sam trying to escape from a convoy of Shoreline pursuers on a raised causeway. Nathan automatically turns the 4x4 toward the chase.

Fig. 11-41. An entire Shoreline convoy is hot on Sam's heels!

Drive under the first bridge **(60)**. When you reach the second bridge, you can go underneath it as well to keep following the convoy, but we prefer to curve left **(61)** and drive along the muddy culvert on the left side of the causeway. Just before the culvert dips underneath the causeway, turn hard left past the farmhouse **(62)** and follow the winding road uphill. On your right, you can see the causeway enter a tunnel.





When you crest the hill, you actually cross over the top of the causeway tunnel so that when you descend the hill on the other side **(63)**, Sam and pursuers are now above you to the left. Steer the 4x4 so that you're traveling along beside the causeway. After you cross a small stream, you approach a wooden side ramp **(64)** where the causeway begins to cross a wide river.

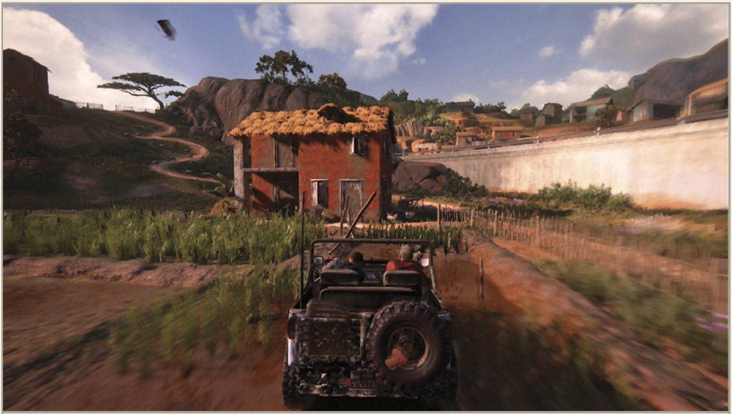
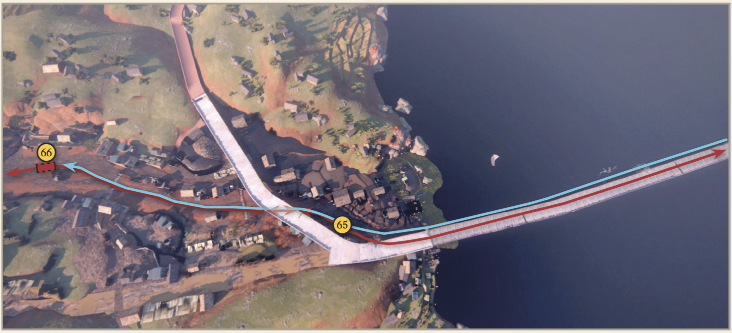


Fig. 11-42. Whip around the red farmhouse and follow that curving road up the hill to the left.

GRAPPLE TO THE CRANE TRUCK



As you drive onto the wooden ramp, Nathan tells Sully to take the wheel. Look up to spot the grapple point **L1** icon on the crane of the big truck chasing Sam. Toss your grapple hook before you run out of platform!

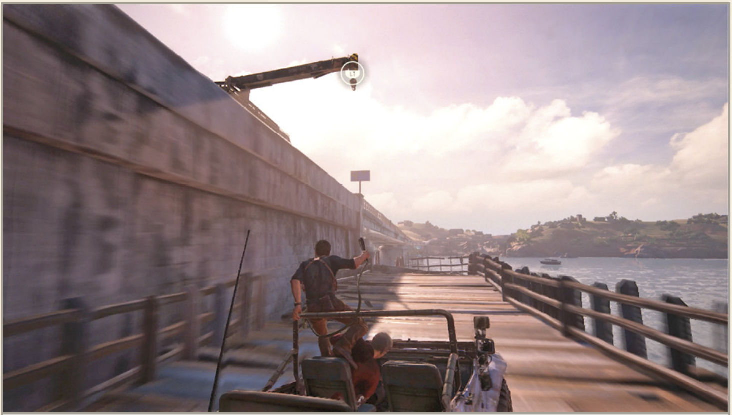


Fig. 11-43. Sling your grapple hook to that crane mounted on the big Shoreline truck.

Now things get really crazy. Here's the sequence:

- Quickly! The moment you snag the crane with your grapple hook, you reach a stack of wooden pylons sticking out of the river next to the bridge, so swing hard left or right to miss it.
- Next, you reach a rickety scaffold that you can't avoid. When Nathan crashes through it, he slides down the rope into the water, still hanging on.
- Quickly again, press **L1** and push the left stick forward to climb the rope. The reason: Ahead, a river tugboat is passing under the bridge into your path. Climb the rope high enough to clear the boat.

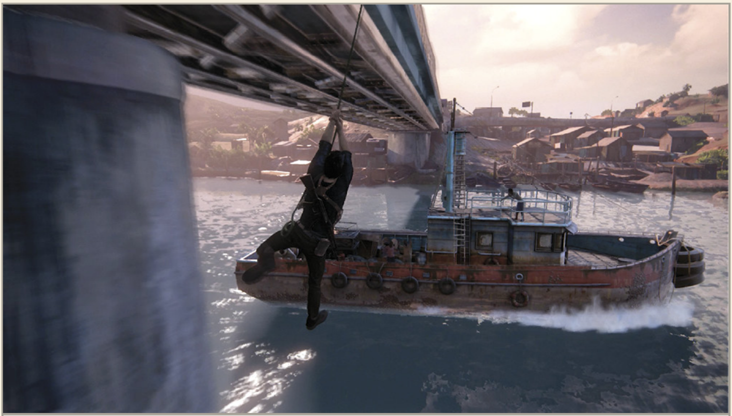


Fig. 11-44. Crawl high enough up the grapple rope to clear that river tug!

- Immediately swing hard right to avoid a second tall stack of pylons.
- As you reach the riverbank, Sam and the convoy suddenly veer off of the causeway down a muddy dirt road **(65)**. Now the crane truck drags Nathan through the mud!
- Again, pull yourself up the grapple rope until you can jump into the back of the big truck **(66)**. In the truck bed, you find weapons/ammo that may come in handy.

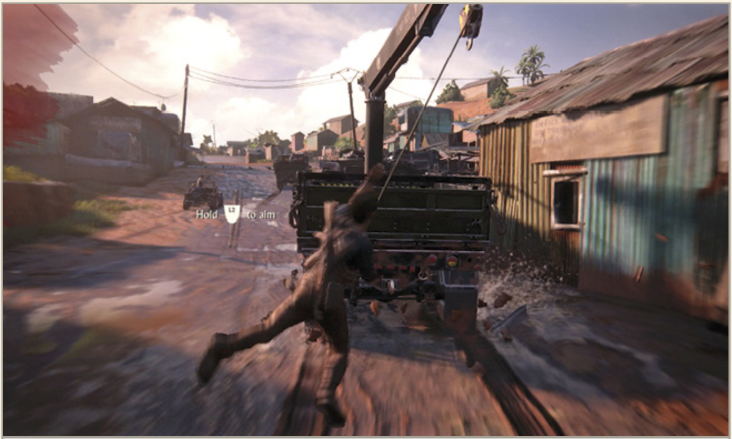
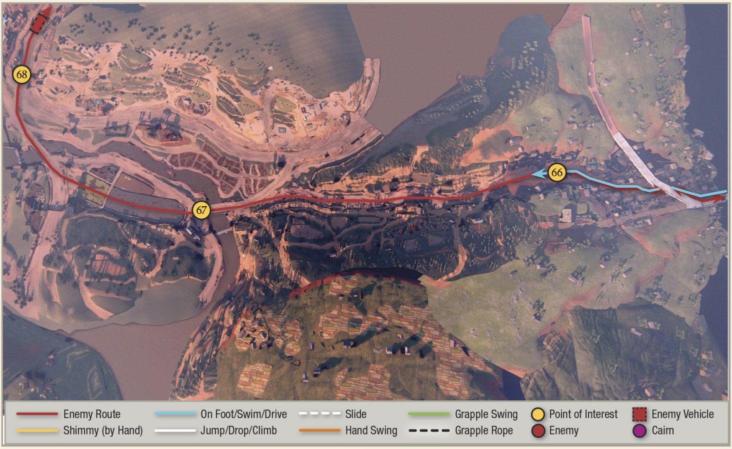
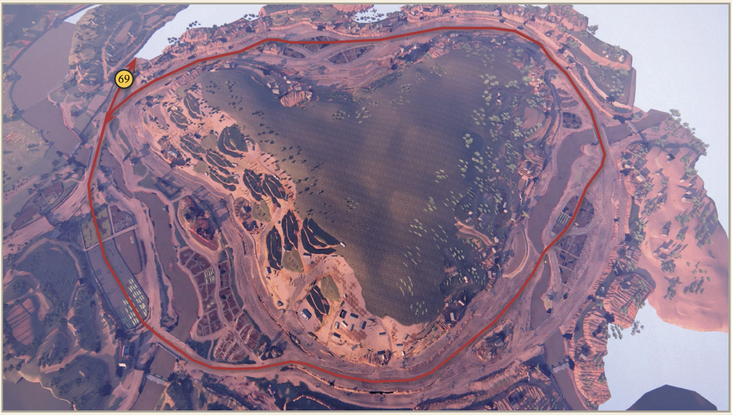


Fig. 11-45. Pull yourself up your grapple rope until you can crawl into the bed of the big Shoreline crane truck.

JUMP & FIGHT YOUR WAY FORWARD TO SAM





Your objective here is to jump to a series of enemy vehicles with the goal of reaching Sam at the front of the pack. This vehicle-jumping follows a specific order: from crane truck to first convoy truck to any 4x4 to second convoy truck (via grapple) to any 4x4, and then drive that second 4x4 up to Sam's motorcycle.

GET QUICKLY TO THE NEXT VEHICLE!

Enemy gunmen in other vehicles shoot not only at Nathan but also at whichever vehicle Nathan is riding in. When Nathan's current vehicle takes enough damage, it explodes and you bump to the last checkpoint. So look to jump to a new vehicle as soon as possible, before your current ride is destroyed.

Step 1: Jump To The First Convoy Truck

As you pass through a rice paddy and cross a bridge **(67)**, the big crane truck pulls up very close to a smaller convoy truck just ahead of it. Meanwhile, Sam veers his motorcycle off to the right **(68)**, and the full convoy follows. As you can see on our map, the chase now follows a circular route. You will stay on this loop until you complete Step 4.

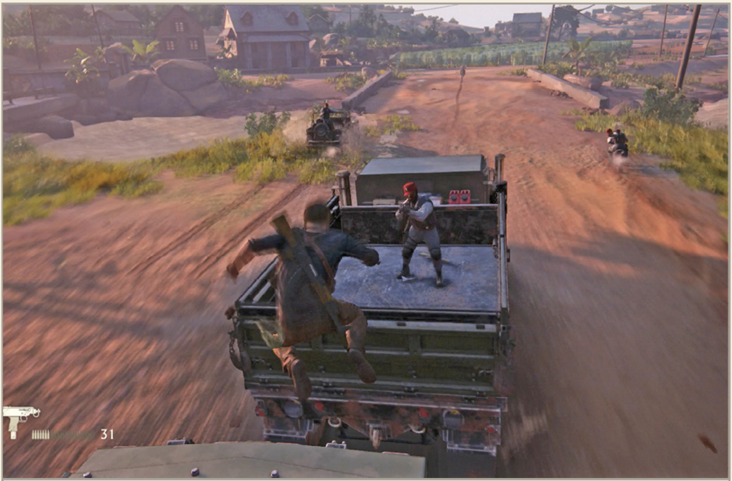
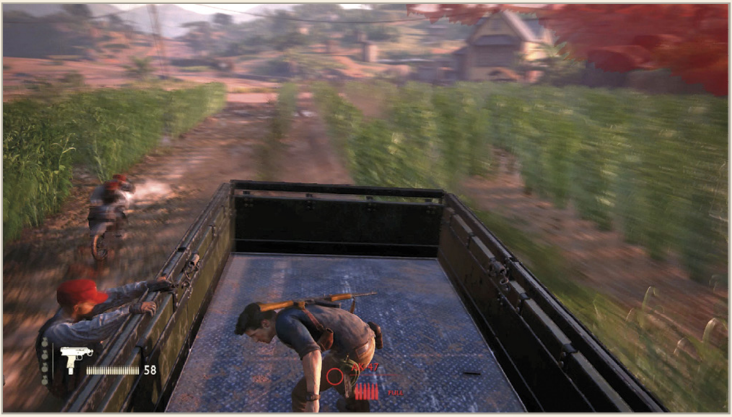


Fig. 11-46. Jump from the crane truck to the convoy truck.

Before you jump, pick off the lone gunman in the back of the convoy truck directly ahead. Then, climb to the front of the crane truck and press Ⓧ to jump into the bed of the convoy truck. (If you can't pick him off first, make your jump an attack!) There, you find more weapons/ammo. Watch out for hostile goons leaping to your truck from the backs of motorcycles or 4x4s—one hops over from the right side shortly after you crawl into the truck bed.



Step 2: Jump To The First 4x4

Get the truck bed secured. Then, as soon as any Shoreline 4x4 veers in close, press ⊗ to jump over onto it. (The convoy truck explodes as you jump from it.) Tap ⊡ to toss out the 4x4 passenger, then tap ⊡ again to knock the 4x4 driver out of his seat and take the wheel. Accelerate and chase the next convoy truck.

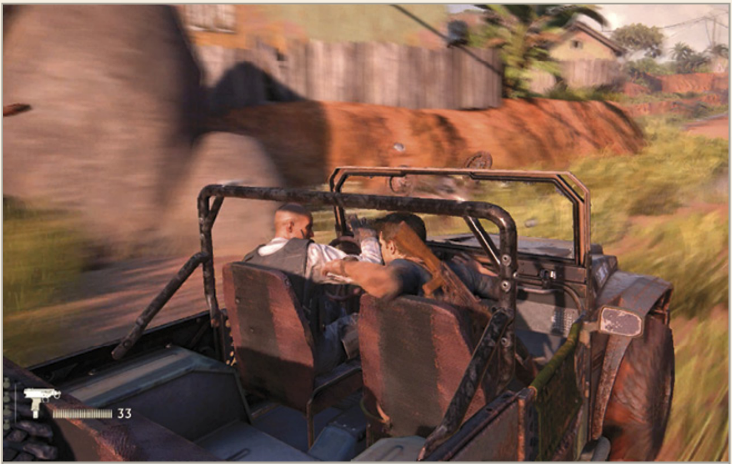


Fig. 11-48. Jump to a 4x4 from the convoy truck bed and kick out its occupants.

Step 3: Grapple To The Second Truck

When you get close to the second convoy truck ahead, watch for the **L1** grapple icon. When it appears, tap that button to snag the truck. Climb the rope to reach the truck's back gate and grab hold. Two tough troopers ride in the bed. Shoot them or pull them over the edge or climb aboard and beat them silly.

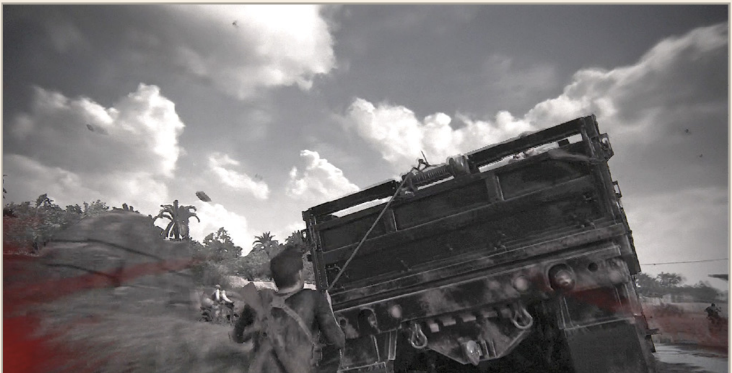


Fig. 11-49. Grapple-hook the second convoy truck and pull yourself aboard. Two killers wait for you in the bed.

Step 4: Jump To The Second 4x4

Once you've secured the truck bed, climb atop the cab and wait until another 4x4 veers over close to the truck. Jump to that 4x4, tap □ to throw out the passenger, and then tap □ again to knock out the driver; Nathan takes the wheel. The moment this happens, the chase automatically exits the loop and jumps to a new stretch of road **(69)**.

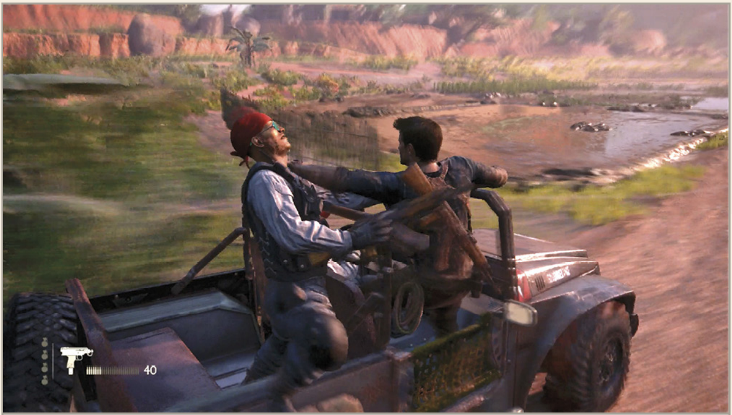
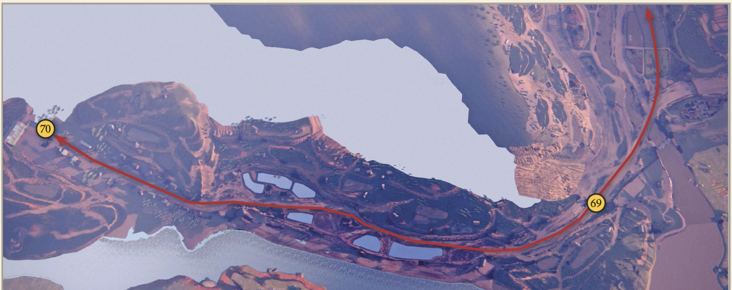
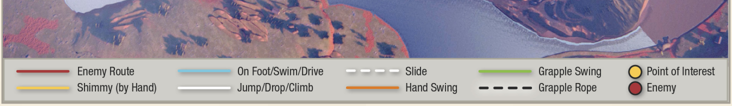


Fig. 11-50. Jumping to the second 4x4 bumps you off the loop and onto a new route.

Step 5: Catch Sam!

Your final task is to simply stay alive while keeping close to Sam. A buzzing swarm of Shoreline motorcycles makes the task difficult. Ram the enemy bikes if the opportunity presents itself, but stay focused on tracking Sam. Be ready: Passengers on the enemy bikes may jump to your 4x4. If that happens, focus on driving while tapping □ to knock the interloper off your vehicle. Note that you don't need to eliminate any of Shoreline bikes to advance. Just stay close to Sam!





When you get past the paddies and the road narrows between rows of houses **(70)**, a cutscene triggers: Sam tries to get his brother aboard the bike, but suddenly Nathan's 4x4 takes a furious broadside slam from the same Shoreline turret truck that made your life so miserable back in the city.

Fig. 11-51. Sam and Nathan's argument over who should drive gets cut short in just a few seconds…

Step 6: Get Out Of The Wreck!

Nathan ends up trapped underneath the overturned 4x4, pinned to the ground by the driver's seat as flames start to spread. Complete these tasks quickly to escape alive:

- First, repeatedly tap △ when that icon appears onscreen. When the green meter around the icon fills up, Nathan pushes up the seat. Hurry! The flames are spreading.
- Push the left stick forward to painfully crawl toward the passenger
- door. Nathan scoots slowly past the steering wheel and reaches his right hand upward.

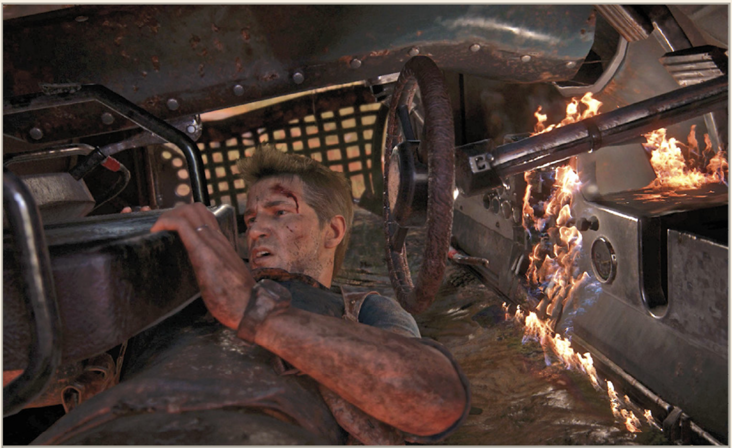


Fig. 11-52. Push the seat off, then pull yourself toward that passenger door.

- Push the left stick leftward until Nathan grabs the left handle and pulls himself closer to the door. Now he reaches out his other hand.
- Push the left stick rightward until Nathan grabs the handle on the dashboard and drags himself to the door. Now he pulls out his handgun and the △ icon appears. Get ready! Two Shoreline goons are waiting outside the 4x4.
- Press △ to push the 4x4 door open. Immediately aim and shoot the two goons before they shoot you. Taking them out triggers a quick scene: Sam swoops in to pick up Nathan just as a hated, unrelenting nemesis reappears.

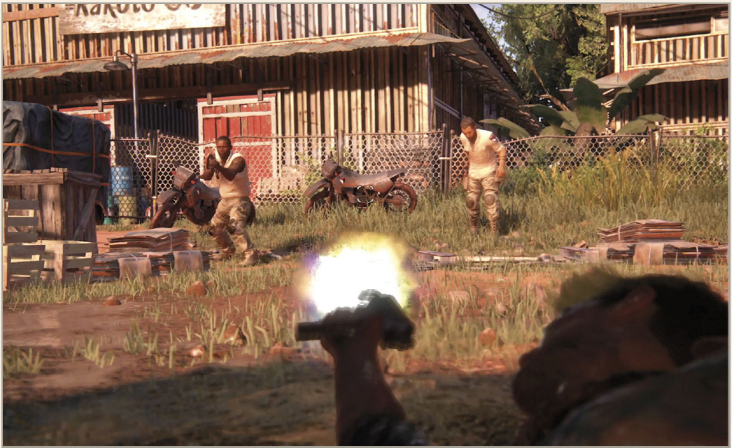


Fig. 11-53. Two Shoreline motorcycle troopers wait for you, so shoot fast as you pop out of the burning 4x4.

Step 7: Escape The Turret Truck

Yes, it's Mister Turret Truck again, and now he's really angry. Sam hands Nathan an automatic pistol. Your final task is to blast the seemingly invincible truck. Sam does the driving, so all you do is aim and shoot. You must inflict damage on the truck or else it will ram your bike and terminate the Drake boys.

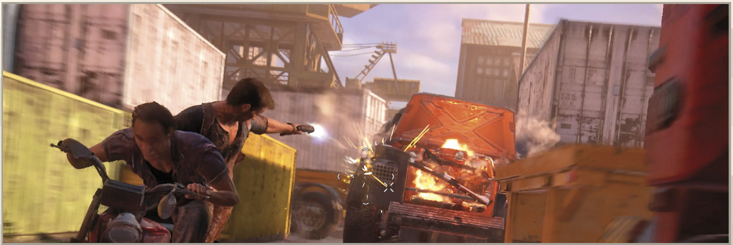


Fig. 11-54. Shoot the turret truck! By now, this is something you're just dying to do.

When the Shoreline turret truck finally dies in spectacular fashion, the fellas return to the Ikopa Motel (Budget Rates!) and formulate a new plan of action. Libertalia, the legendary pirate colony, is out there waiting, just northeast of King's Bay. But a surprise visitor tosses a huge monkey wrench into the proceedings.

Story Walkthrough

Chapter 12: At Sea

Cruising in a small fishing boat northeast of King's Bay, Sam and Nathan Drake spot the island indicated in the tower map clues. Nathan is still unsettled by his encounter with Elena, so Sam tries to raise his brother's spirits by toasting with the famous motto of Sir Francis Drake, Sic Parvis Magna—"greatness from small beginnings." Note that this chapter is treasure-rich, so keep your eyes peeled for the glint of special items.

Collectibles

Treasures: 13

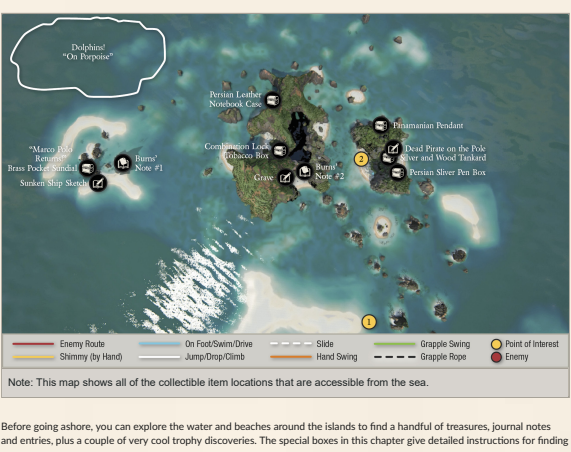
Chapter Specific Trophy: "On Porpoise" and "Marco Polo Returns!"

Optional Conversations: 2

Optional Journal Notes: 2

Optional Journal Entries: 6

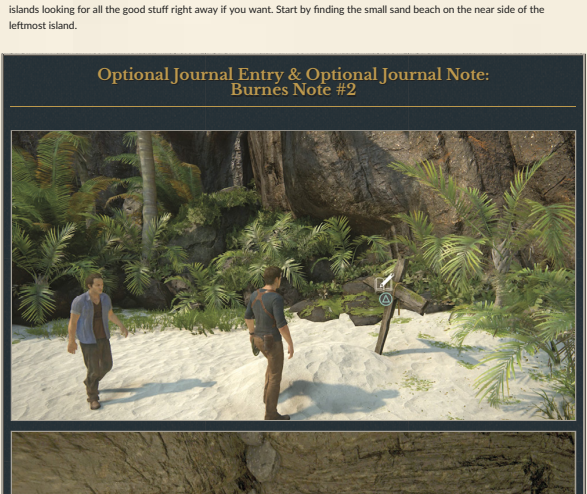
Optional: Treasures, Trophies & Journaling

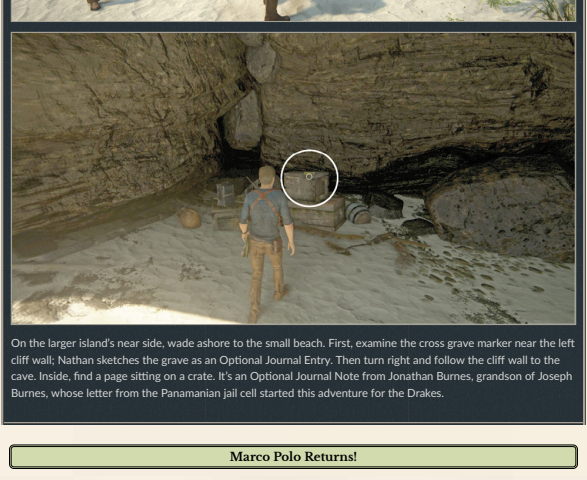


Note: This map shows all of the collectible item locations that are accessible from the sea.

Before going ashore, you can explore the water and beaches around the islands to find a handful of treasures, journal notes and entries, plus a couple of very cool trophy discoveries. The special boxes in this chapter give detailed instructions for finding each item; we placed each box where the item is most accessible during the walkthrough's path. But you can cruise around the islands looking for all the good stuff right away if you want. Start by finding the small sand beach on the near side of the leftmost island.

Optional Journal Entry & Optional Journal Note: Burnes Note #2



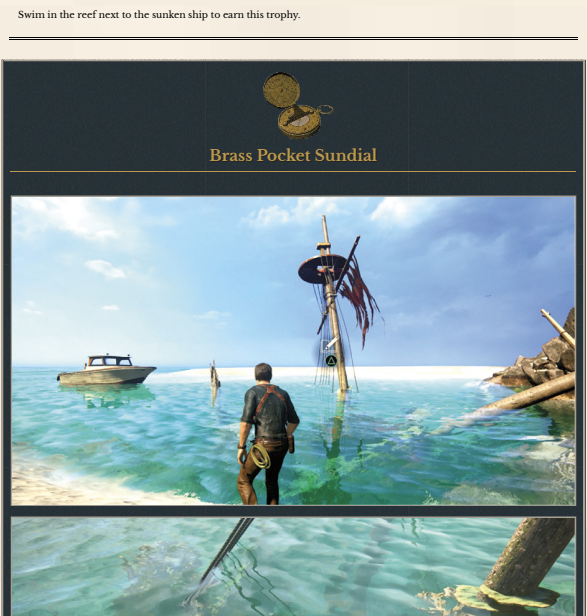


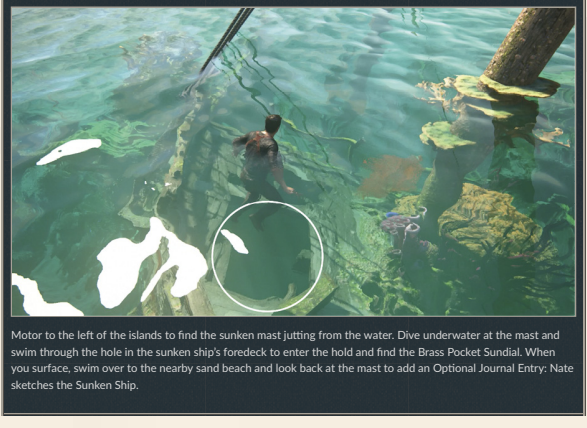
On the larger island's near side, wade ashore to the small beach. First, examine the cross grave marker near the left cliff wall; Nathan sketches the grave as an Optional Journal Entry. Then turn right and follow the cliff wall to the cave. Inside, find a page sitting on a crate. It's an Optional Journal Note from Jonathan Burnes, grandson of Joseph Burnes, whose letter from the Panamanian jail cell started this adventure for the Drakes.

Marco Polo Returns!

Swim in the reef next to the sunken ship to earn this trophy.

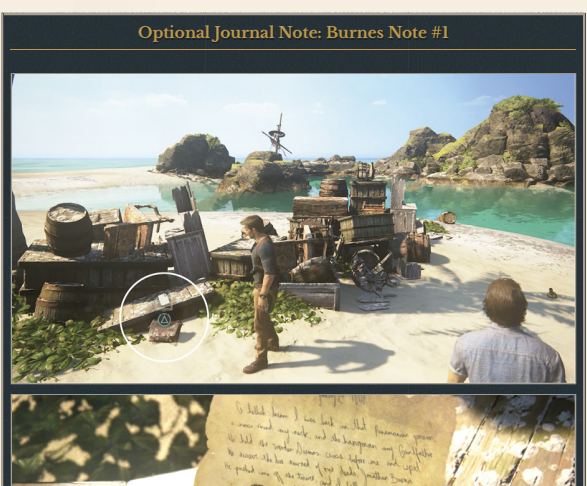
Brass Pocket Sundial

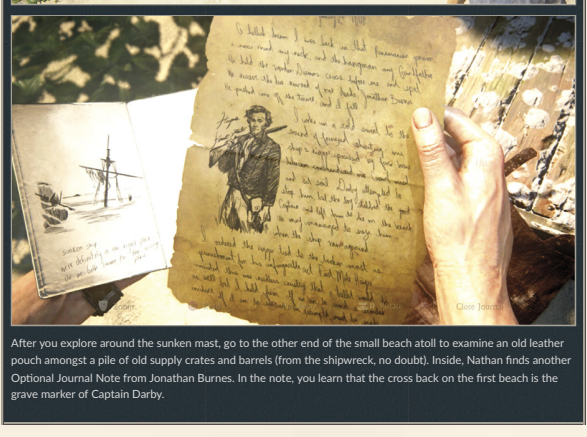




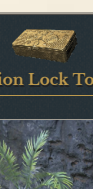
Motor to the left of the islands to find the sunken mast jutting from the water. Dive underwater at the mast and swim through the hole in the sunken ship's foredeck to enter the hold and find the Brass Pocket Sundial. When you surface, swim over to the nearby sand beach and look back at the mast to add an Optional Journal Entry: Nate sketches the Sunken Ship.

Optional Journal Note: Burnes Note #1

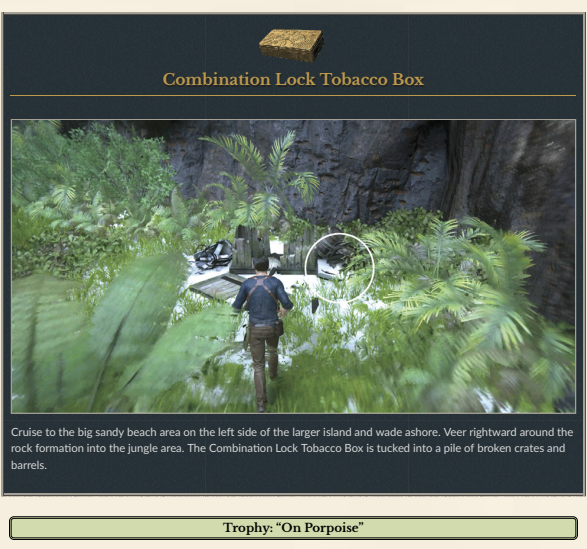




After you explore around the sunken mast, go to the other end of the small beach atoll to examine an old leather pouch amongst a pile of old supply crates and barrels (from the shipwreck, no doubt). Inside, Nathan finds another Optional Journal Note from Jonathan Burnes. In the note, you learn that the cross back on the first beach is the grave marker of Captain Darby.

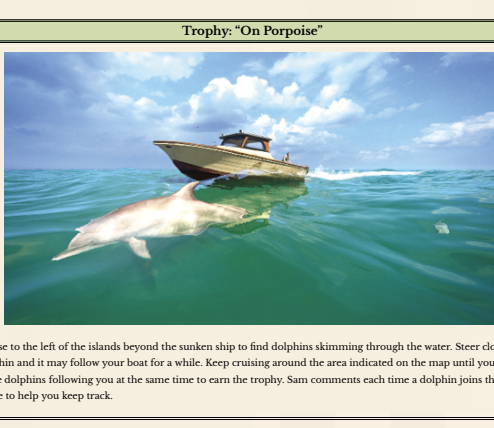


Combination Lock Tobacco Box



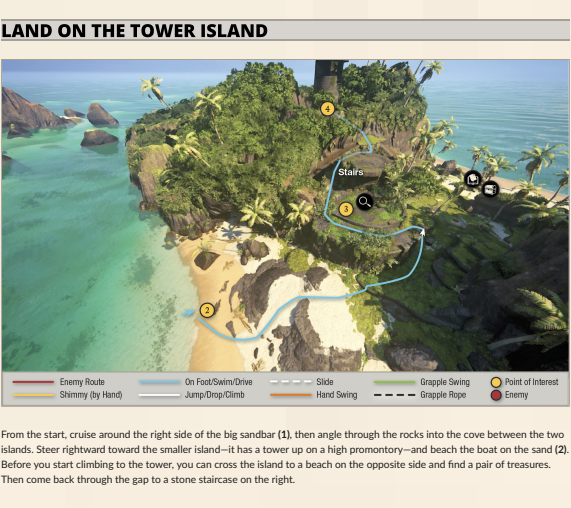
Cruise to the big sandy beach area on the left side of the larger island and wade ashore. Veer rightward around the rock formation into the jungle area. The Combination Lock Tobacco Box is tucked into a pile of broken crates and barrels.

Trophy: "On Porpoise"



Cruise to the left of the islands beyond the sunken ship to find dolphins skimming through the water. Steer close to a dolphin and it may follow your boat for a while. Keep cruising around the area indicated on the map until you get three dolphins following you at the same time to earn the trophy. Sam comments each time a dolphin joins the chase to help you keep track.

LAND ON THE TOWER ISLAND



From the start, cruise around the right side of the big sandbar **(1)**, then angle through the rocks into the cove between the two islands. Steer rightward toward the smaller island—it has a tower up on a high promontory—and beach the boat on the sand **(2)**. Before you start climbing to the tower, you can cross the island to a beach on the opposite side and find a pair of treasures. Then come back through the gap to a stone staircase on the right.

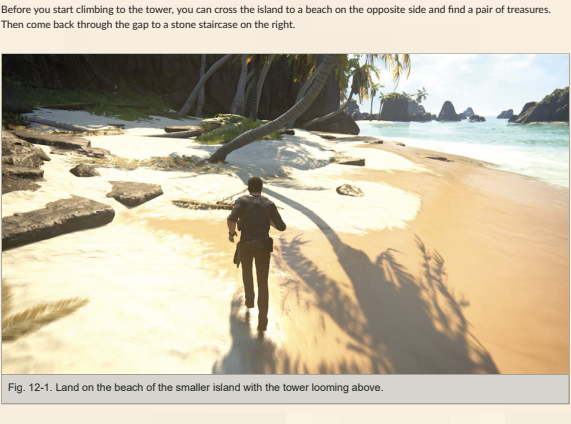
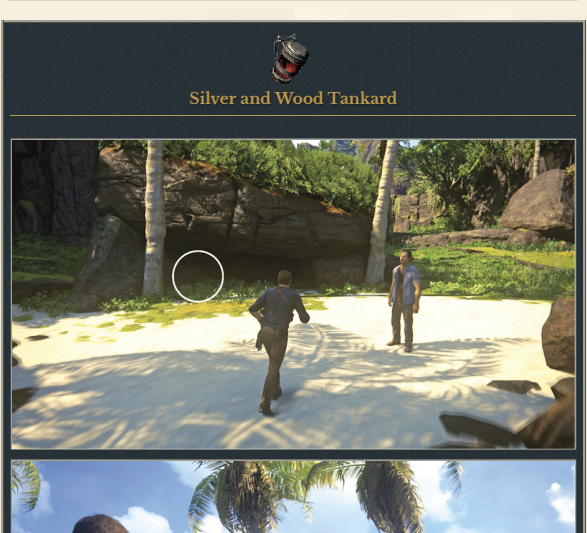
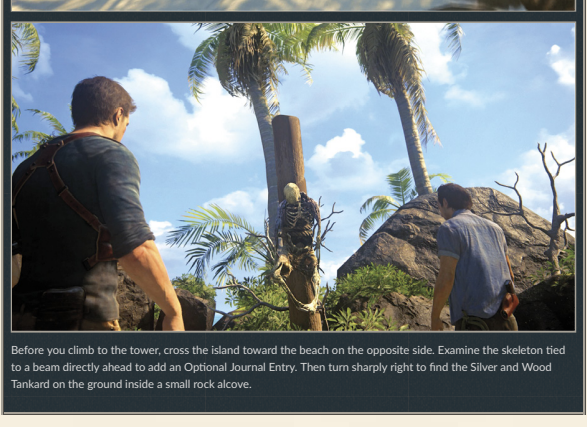


Fig. 12-1. Land on the beach of the smaller island with the tower looming above.

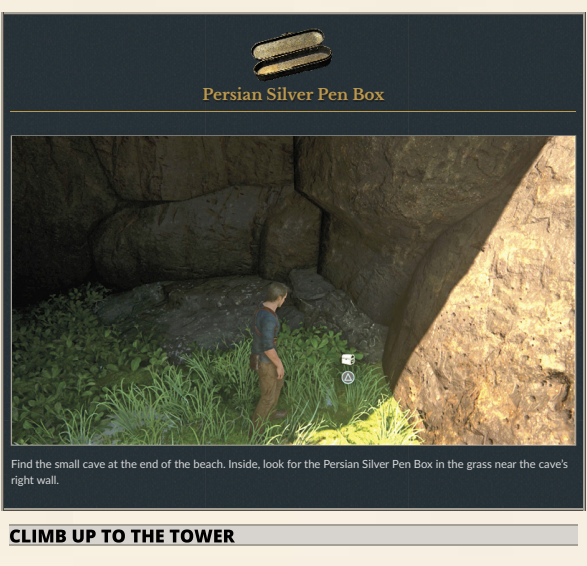
Silver and Wood Tankard





Before you climb to the tower, cross the island toward the beach on the opposite side. Examine the skeleton tied to a beam directly ahead to add an Optional Journal Entry. Then turn sharply right to find the Silver and Wood Tankard on the ground inside a small rock alcove.

Persian Silver Pen Box



Find the small cave at the end of the beach. Inside, look for the Persian Silver Pen Box in the grass near the cave's right wall.

CLIMB UP TO THE TOWER

Climb the stairs and turn right to find a spot to examine **(3)**. Nathan uncovers a big door in the ground. Continue up the next set of stairs and across the sagging footbridge to a rock arch. Proceed through the arch to the tower entrance **(4)**.

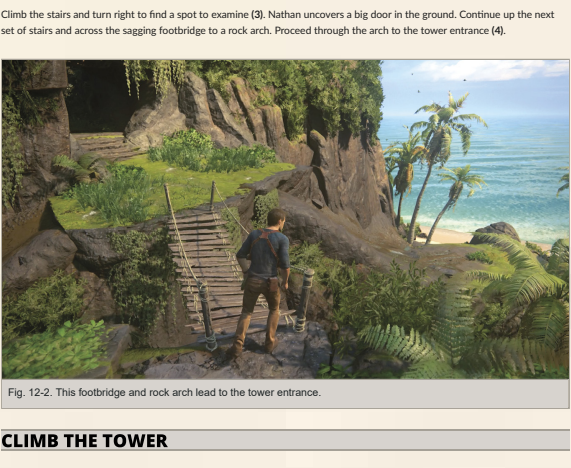
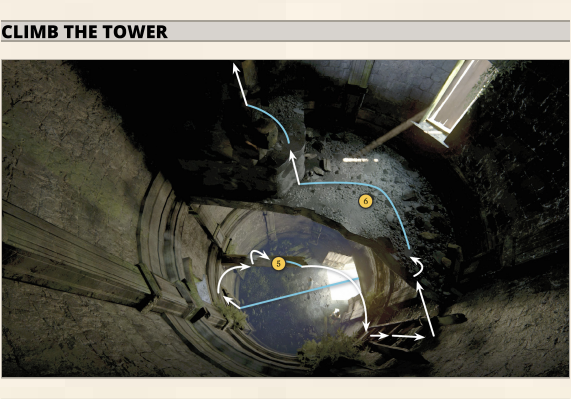
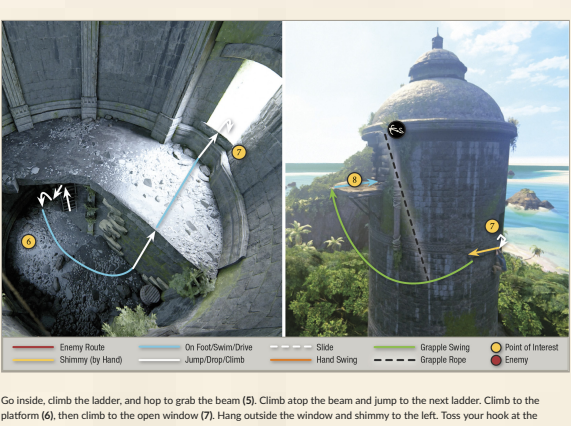


Fig. 12-2. This footbridge and rock arch lead to the tower entrance.

CLIMB THE TOWER





Go inside, climb the ladder, and hop to grab the beam **(5)**. Climb atop the beam and jump to the next ladder. Climb to the platform **(6)**, then climb to the open window **(7)**. Hang outside the window and shimmy to the left. Toss your hook at the grapple point, climb the rope, and swing over to the platform **(8)**. Enter and examine the marked, arrow-like symbol on the wall; Nathan jots it into his journal. Then Sam discovers a mechanism that opens a viewing bay and raises a large stone disk on the beach near your boat. The disk has the same yellow arrow symbol etched on it!

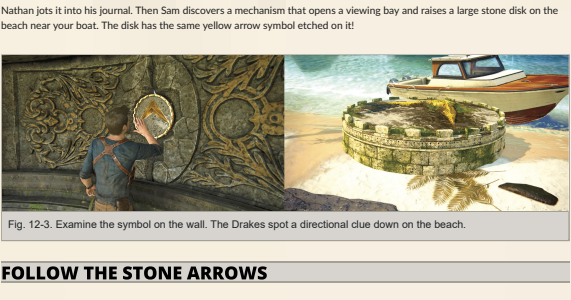
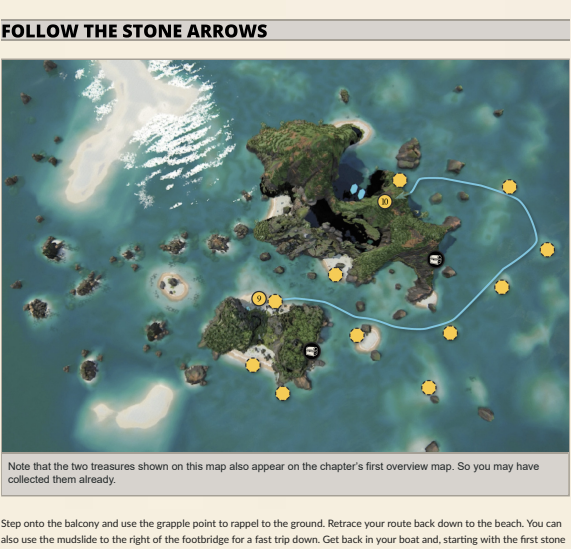


Fig. 12-3. Examine the symbol on the wall. The Drakes spot a directional clue down on the beach.

FOLLOW THE STONE ARROWS



Note that the two treasures shown on this map also appear on the chapter's first overview map. So you may have collected them already.

Step onto the balcony and use the grapple point to rappel to the ground. Retrace your route back down to the beach. You can also use the mudslide to the right of the footbridge for a fast trip down. Get back in your boat and, starting with the first stone arrow **(9)**, follow the arrows around the other island into a big water cavern **(10)**. (Note that you can also find a couple more treasures along the arrow route, if you haven't found them already.)

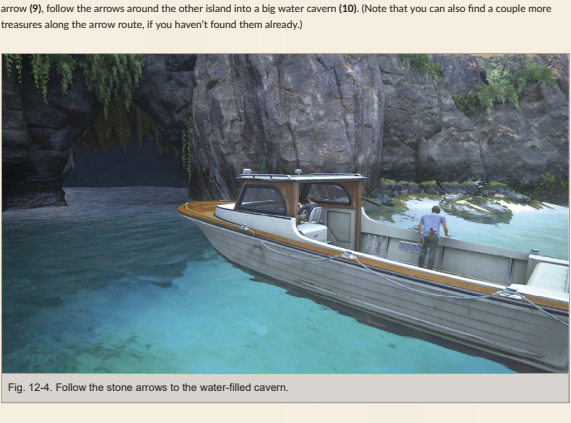
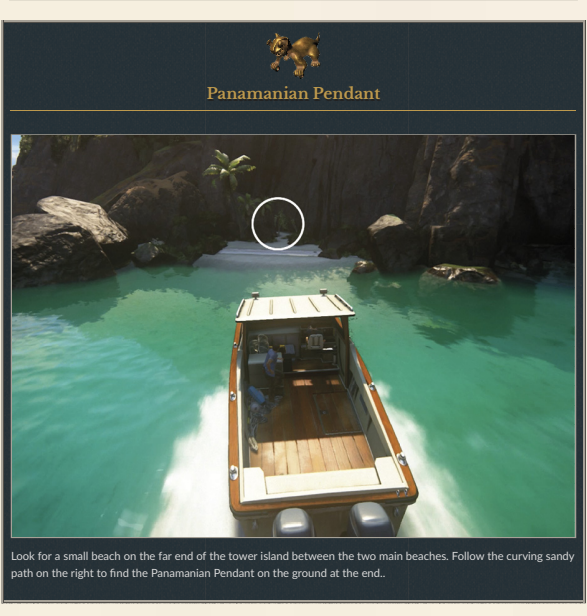


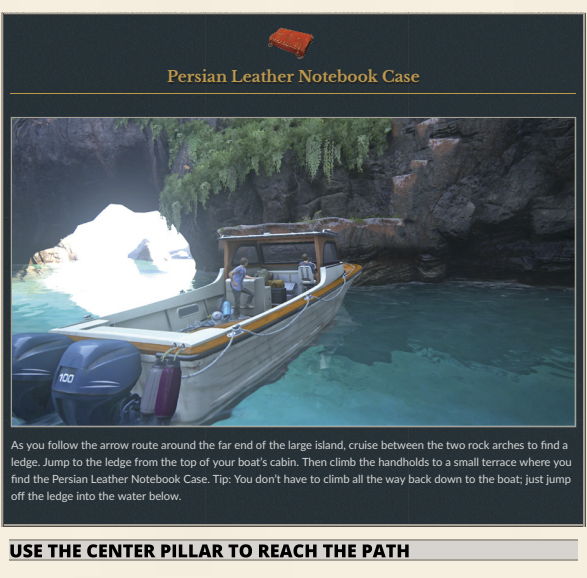
Fig. 12-4. Follow the stone arrows to the water-filled cavern.

Panamanian Pendant



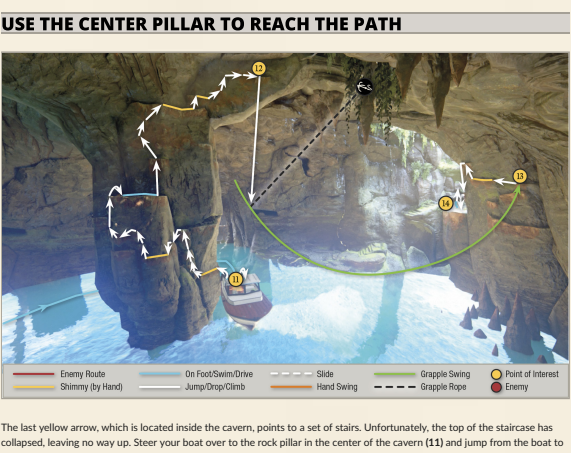
Look for a small beach on the far end of the tower island between the two main beaches. Follow the curving sandy path on the right to find the Panamanian Pendant on the ground at the end..

Persian Leather Notebook Case



As you follow the arrow route around the far end of the large island, cruise between the two rock arches to find a ledge. Jump to the ledge from the top of your boat's cabin. Then climb the handholds to a small terrace where you find the Persian Leather Notebook Case. Tip: You don't have to climb all the way back down to the boat; just jump off the ledge into the water below.

USE THE CENTER PILLAR TO REACH THE PATH



The last yellow arrow, which is located inside the cavern, points to a set of stairs. Unfortunately, the top of the staircase has collapsed, leaving no way up. Steer your boat over to the rock pillar in the center of the cavern **(11)** and jump from the boat to the pillar handholds. Follow our map's climbing route all the way to a handhold **(12)** directly over the boat, then use the nearby tree root to grapple swing across to a handhold on the far wall **(13)**. Then climb leftward until you can drop onto the rock platform **(14)**.

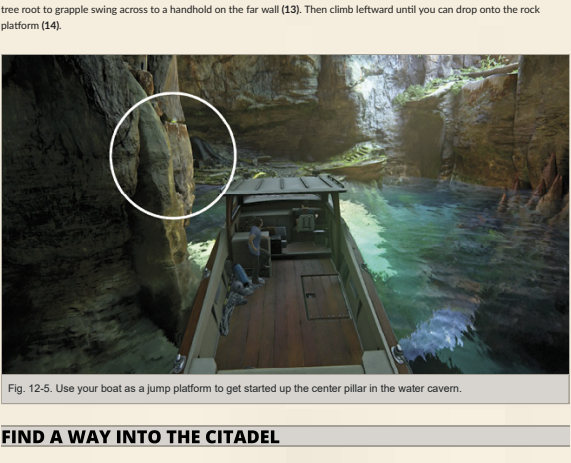
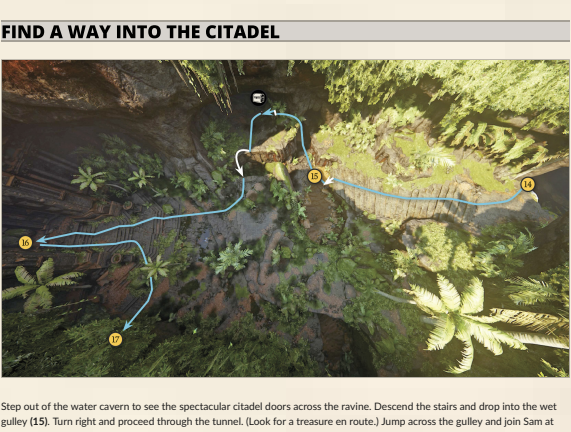
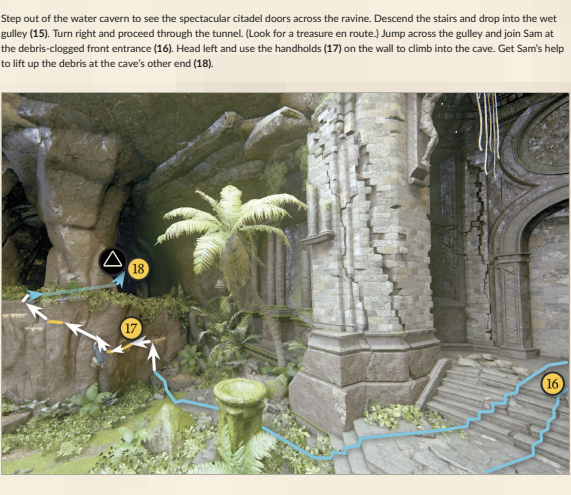


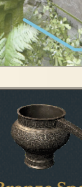
Fig. 12-5. Use your boat as a jump platform to get started up the center pillar in the water cavern.

FIND A WAY INTO THE CITADEL

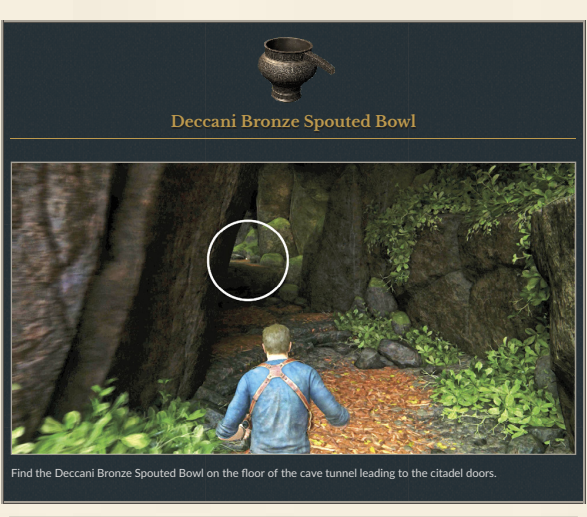


Step out of the water cavern to see the spectacular citadel doors across the ravine. Descend the stairs and drop into the wet gulley **(15)**. Turn right and proceed through the tunnel. (Look for a treasure en route.) Jump across the gulley and join Sam at the debris-clogged front entrance **(16)**. Head left and use the handholds **(17)** on the wall to climb into the cave. Get Sam's help to lift up the debris at the cave's other end **(18)**.

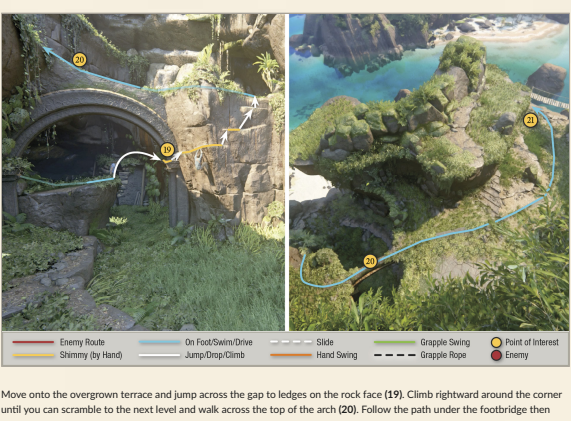




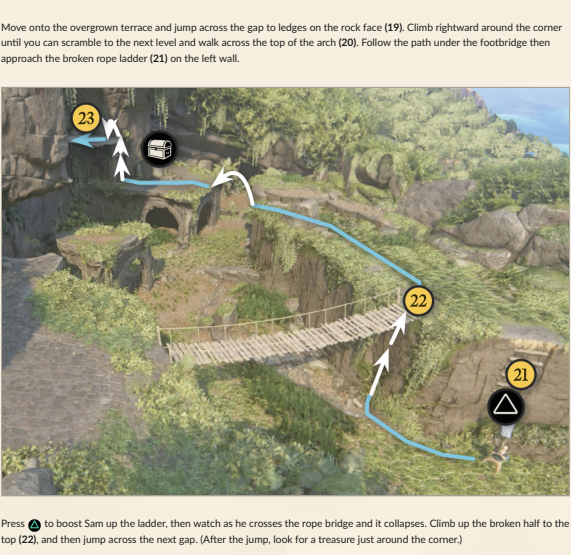
Deccani Bronze Spouted Bowl



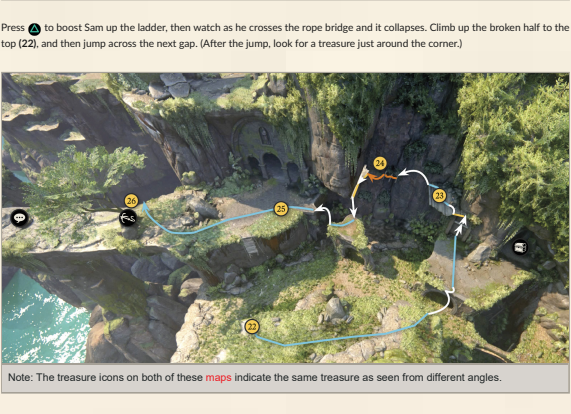
Find the Deccani Bronze Spouted Bowl on the floor of the cave tunnel leading to the citadel doors.



Move onto the overgrown terrace and jump across the gap to ledges on the rock face **(19)**. Climb rightward around the corner until you can scramble to the next level and walk across the top of the arch **(20)**. Follow the path under the footbridge then approach the broken rope ladder **(21)** on the left wall.

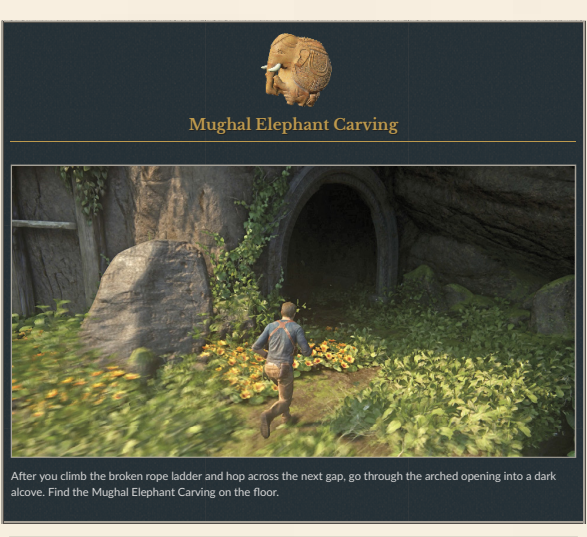


Press △ to boost Sam up the ladder, then watch as he crosses the rope bridge and it collapses. Climb up the broken half to the top **(22)**, and then jump across the next gap. (After the jump, look for a treasure just around the corner.)

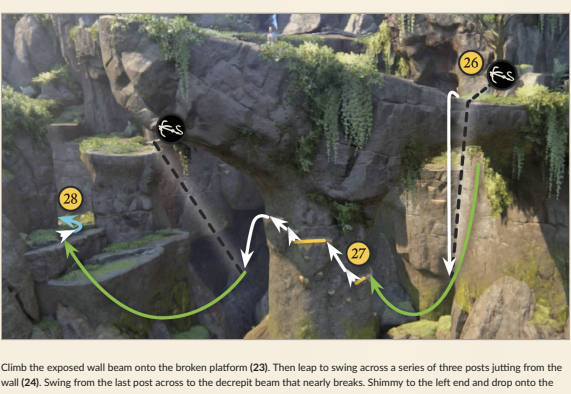


Note: The treasure icons on both of these maps indicate the same treasure as seen from different angles.

Mughal Elephant Carving



After you climb the broken rope ladder and hop across the next gap, go through the arched opening into a dark alcove. Find the Mughal Elephant Carving on the floor.



Climb the exposed wall beam onto the broken platform **(23)**. Then leap to swing across a series of three posts jutting from the wall **(24)**. Swing from the last post across to the decrepit beam that nearly breaks. Shimmy to the left end and drop onto the platform below. Then jump across to Sam **(25)**. Follow him to the overlook for the Optional Conversation, "Nice View."

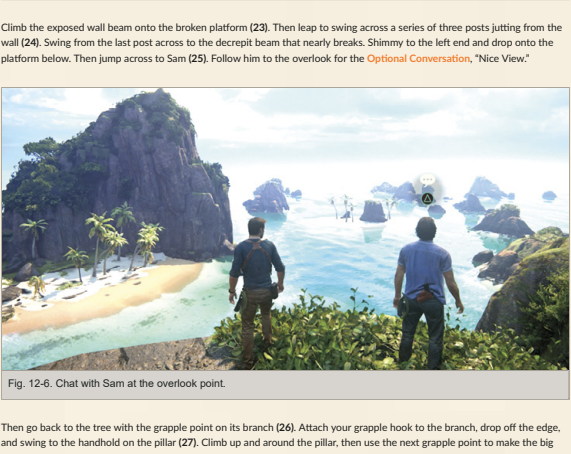
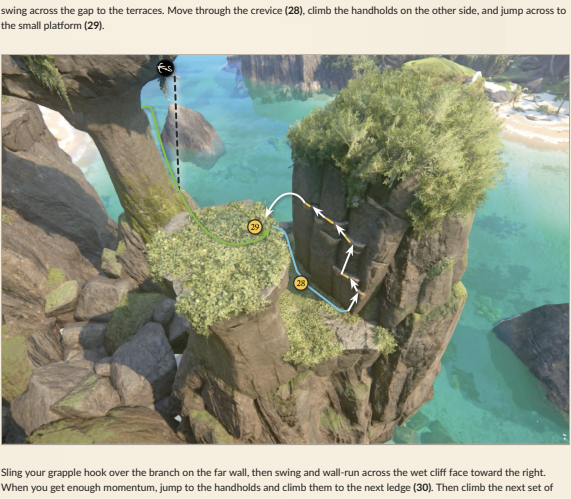
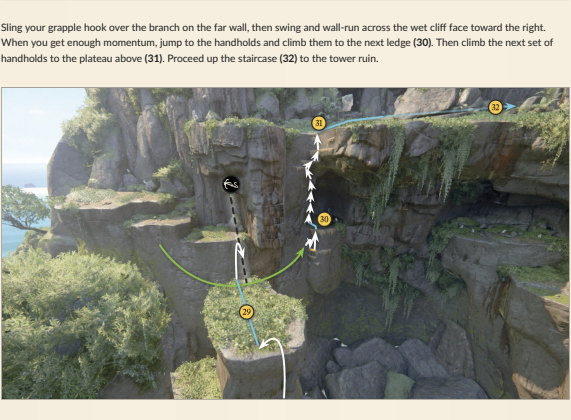


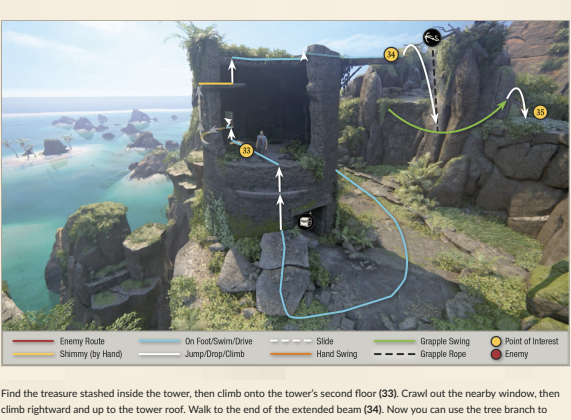
Fig. 12-6. Chat with Sam at the overlook point.

Then go back to the tree with the grapple point on its branch **(26)**. Attach your grapple hook to the branch, drop off the edge, and swing to the handhold on the pillar **(27)**. Climb up and around the pillar, then use the next grapple point to make the big swing across the gap to the terraces. Move through the crevice **(28)**, climb the handholds on the other side, and jump across to the small platform **(29)**.

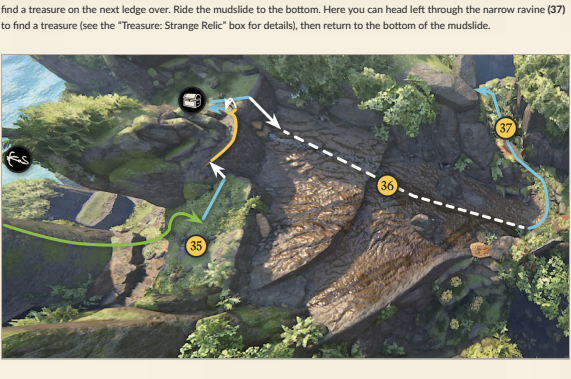


Sling your grapple hook over the branch on the far wall, then swing and wall-run across the wet cliff face toward the right. When you get enough momentum, jump to the handholds and climb them to the next ledge **(30)**. Then climb the next set of handholds to the plateau above **(31)**. Proceed up the staircase **(32)** to the tower ruin.

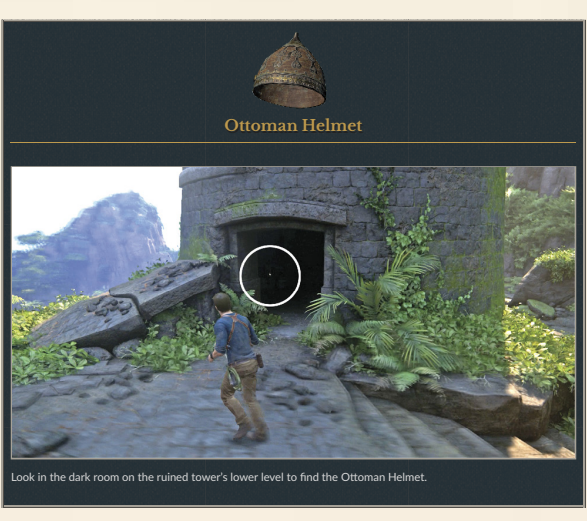




Find the treasure stashed inside the tower, then climb onto the tower's second floor **(33)**. Crawl out the nearby window, then climb rightward and up to the tower roof. Walk to the end of the extended beam **(34)**. Now you can use the tree branch to grapple across to the ledge **(35)** overlooking a mudslide **(36)**. Before you use the mudslide, shimmy across the rock formation to find a treasure on the next ledge over. Ride the mudslide to the bottom. Here you can head left through the narrow ravine **(37)** to find a treasure (see the "Treasure: Strange Relic" box for details), then return to the bottom of the mudslide.

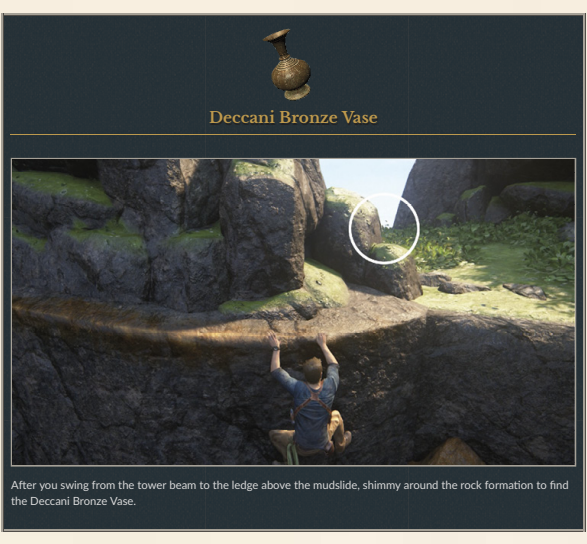


Ottoman Helmet



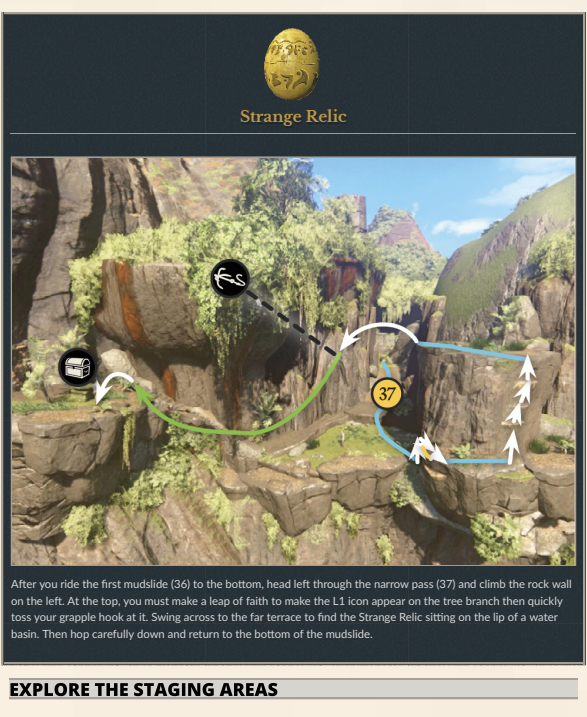
Look in the dark room on the ruined tower's lower level to find the Ottoman Helmet.

Deccani Bronze Vase



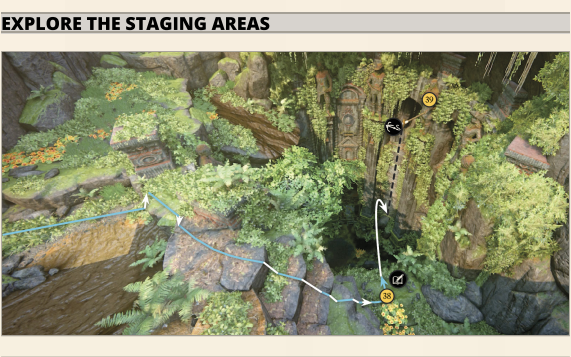
After you swing from the tower beam to the ledge above the mudslide, shimmy around the rock formation to find the Deccani Bronze Vase.

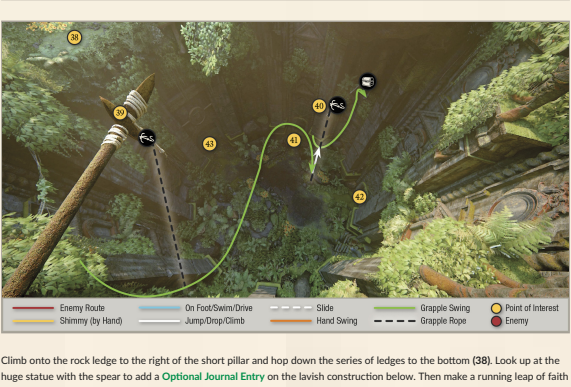
Strange Relic



After you ride the first mudslide (36) to the bottom, head left through the narrow pass (37) and climb the rock wall on the left. At the top, you must make a leap of faith to make the L1 icon appear on the tree branch then quickly toss your grapple hook at it. Swing across to the far terrace to find the Strange Relic sitting on the lip of a water basin. Then hop carefully down and return to the bottom of the mudslide.

EXPLORE THE STAGING AREAS





Climb onto the rock ledge to the right of the short pillar and hop down the series of ledges to the bottom **(38)**. Look up at the huge statue with the spear to add a Optional Journal Entry on the lavish construction below. Then make a running leap of faith toward the spear and sling your grapple hook at it **(39)**. Swing leftward and spot a second grapple point on another spear below you **(40)**. Toss your hook at it and let yourself hang stationary. Here you can climb the rope and swing to a treasure. Then use the same grapple point to lower yourself down to the bottom of the rope. From there, you can drop safely to the ground.

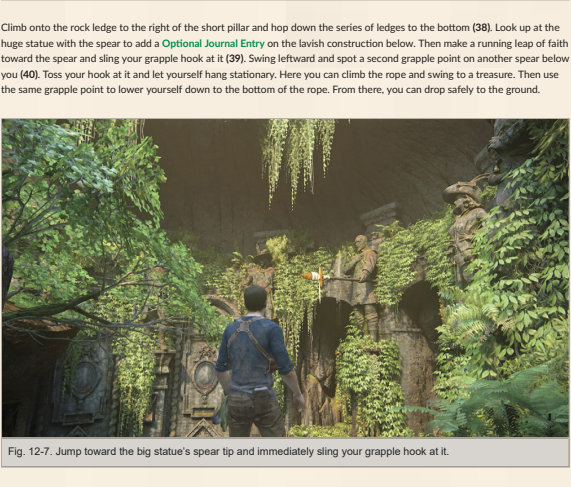
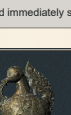
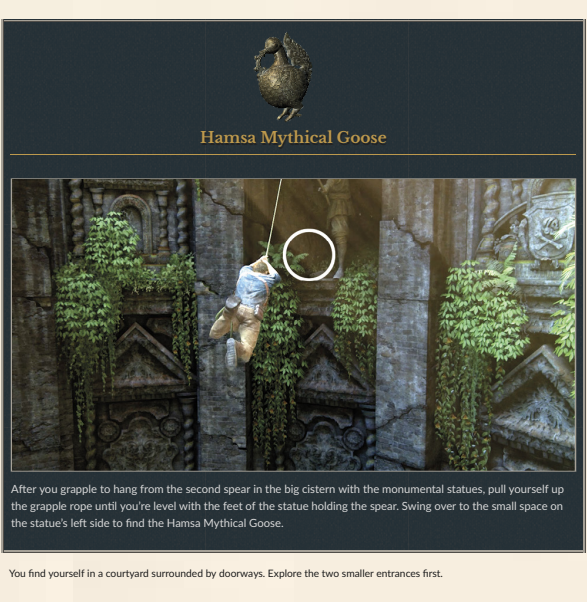


Fig. 12-7. Jump toward the big statue's spear tip and immediately sling your grapple hook at it.

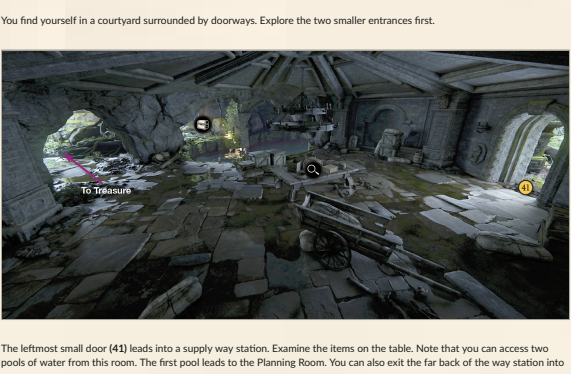


Hamsa Mythical Goose



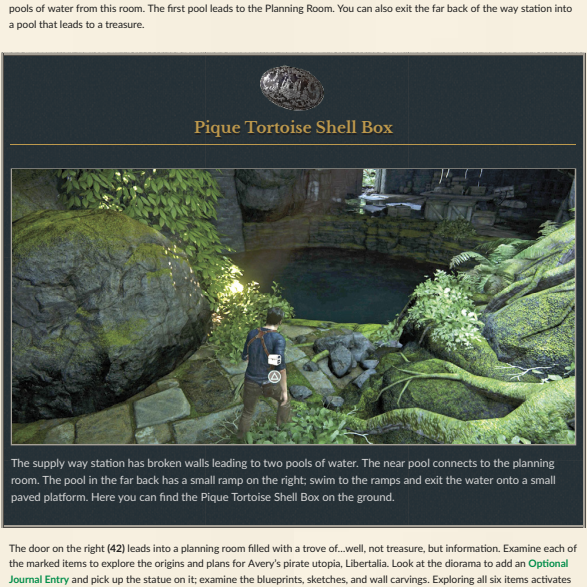
After you grapple to hang from the second spear in the big cistern with the monumental statues, pull yourself up the grapple rope until you're level with the feet of the statue holding the spear. Swing over to the small space on the statue's left side to find the Hamsa Mythical Goose.

You find yourself in a courtyard surrounded by doorways. Explore the two smaller entrances first.



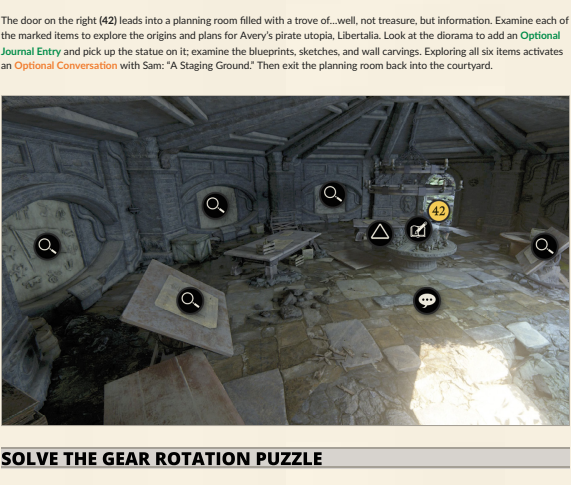
The leftmost small door **(41)** leads into a supply way station. Examine the items on the table. Note that you can access two pools of water from this room. The first pool leads to the Planning Room. You can also exit the far back of the way station into a pool that leads to a treasure.

Pique Tortoise Shell Box



The supply way station has broken walls leading to two pools of water. The near pool connects to the planning room. The pool in the far back has a small ramp on the right; swim to the ramps and exit the water onto a small paved platform. Here you can find the Pique Tortoise Shell Box on the ground.

The door on the right **(42)** leads into a planning room filled with a trove of...well, not treasure, but information. Examine each of the marked items to explore the origins and plans for Avery's pirate utopia, Libertalia. Look at the diorama to add an Optional Journal Entry and pick up the statue on it; examine the blueprints, sketches, and wall carvings. Exploring all six items activates an Optional Conversation with Sam: "A Staging Ground." Then exit the planning room back into the courtyard.



SOLVE THE GEAR ROTATION PUZZLE

Enter the taller doorway **(43)** and examine the pressure pad in front of the heavy wooden door on the left. When the door malfunctions, join Sam in lifting it by repeatedly tapping △. Enter the large ornate dome and approach the wheel in the center of the room.

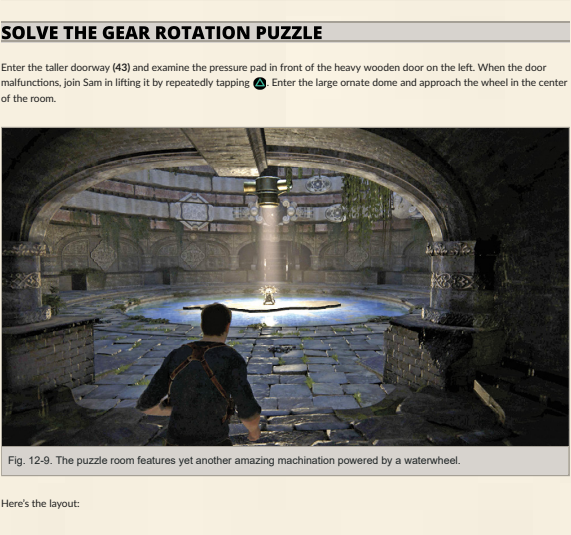


Fig. 12-9. The puzzle room features yet another amazing machination powered by a waterwheel.

Here's the layout:

- Three separate tracks encircle the dome interior. You work on them one at a time.
- Spotlights directly above you shine symbols onto two big plates over on the track.
- Two mechanisms are locked onto each track. Each mechanism has symbols on it. You can move these mechanisms around the circular track by turning the control wheel in the center of the room. (Use your controller's left stick to do this.)
- You also see several smaller dark disks on each track. These are gears that can rotate the mechanisms.
- When you move a mechanism directly over a gear and press ⊗, the gear rotates the mechanism. Note that pressing ⊗ rotates all of the gear disks on the same track at once. This makes the later steps of the puzzle a bit trickier.

Lower Track Solution

This one is quite manageable:

- Use your left stick to move the left mechanism (the one whose globe is half dark, half light) over any gear on the track.
- Rotate the gear until the mechanism's globe shows half black on the left and half white on the right. (This matches the glyph projected by the spotlight onto the left disk.)
- Now move the right mechanism (the one whose globe has a series of four symbols) over any gear on the track.
- Rotate the gear until the globe's symbol facing out matches the "W"-like glyph projected by the spotlight onto the right disk.
- Now move the globe mechanisms until they roll onto the two lighted disks. The patterns match...and the first set of four pirate captains is revealed.

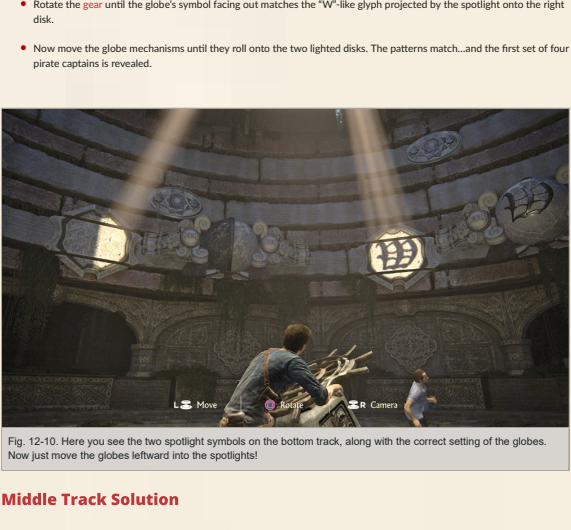
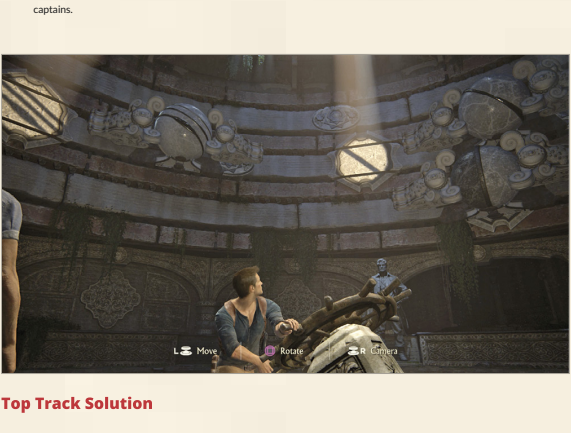


Fig. 12-10. Here you see the two spotlight symbols on the bottom track, along with the correct setting of the globes. Now just move the globes leftward into the spotlights!

Middle Track Solution

Here's the solution sequence for the middle track. It's slightly more complicated, but not too bad:

- Use your left stick to move the left mechanism (the one whose globe has three slashes encircling it) over any gear on the track.
- Rotate the gear until the three slashes on the globe match the angle (from upper left to lower right) of the pattern projected by the spotlight onto the track's left disk.
- Now move the right mechanism (the one whose globe has a single slash encircling it) over any gear on the track that leaves the left globe not over a gear. (Reason: You only want to rotate the right globe, while leaving the left globe set where it is.) Note: there are two gears that fulfill this requirement.
- Rotate the gear until the mechanism's globe symbol matches the single slash projected by the spotlight onto the track's right disk.
- Now move the globe mechanisms into the spotlights. The patterns match, revealing the second set of four pirate captains.



Top Track Solution

Now it gets tricky. The male/female symbols on the final two mechanisms spin as they move around the track! So you must set the symbols to positions that will rotate to the correct alignment when they reach the lighted disk. Like we said: tricky. But here's how to do it:

- First, use your left stick to move the mechanisms into the spotlights. You see that the male (left) symbol needs to be rotated 180 degrees (one half turn) to match up, and the female (right) symbol needs to be rotated 90 degrees (one quarter turn) to match up.
- Move the mechanisms rightward until the one with the female symbol moves over the very next gear. This leaves the male symbol "ungeared" so it won't rotate when you set the female symbol.
- Rotate the gears twice—that is, press ⊗ twice—to rotate the female symbol 90 degrees clockwise. It is correctly set now.
- Now move the symbol mechanisms rightward until the one with the male symbol moves over the next gear to its right. (This leaves the female symbol "ungeared" so it will stay set the way you want it.)
- Rotate the gears four times—that is, press ⊗ four times—to rotate the male symbol 180 degrees. It is correctly set now.
- Now move the mechanisms back into the spotlights. The patterns match, revealing the third set of pirate captains. One more pirate remains: Where is Henry Avery?

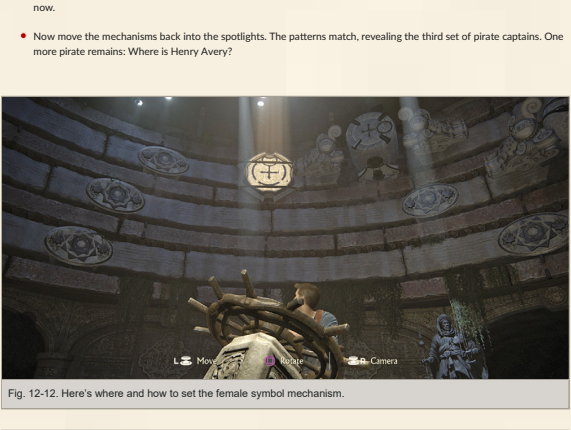


Fig. 12-12. Here's where and how to set the female symbol mechanism.

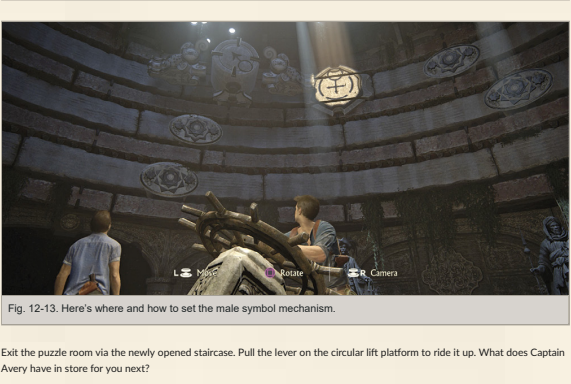


Fig. 12-13. Here's where and how to set the male symbol mechanism.

Exit the puzzle room via the newly opened staircase. Pull the lever on the circular lift platform to ride it up. What does Captain Avery have in store for you next?

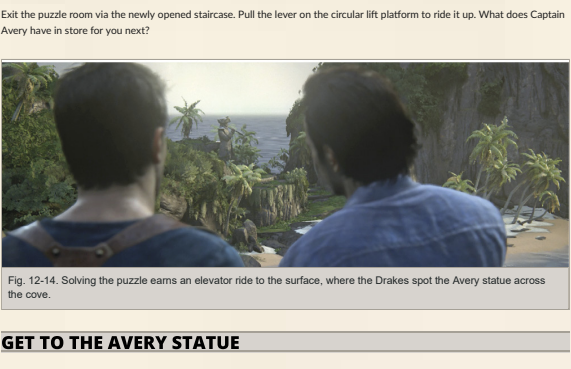
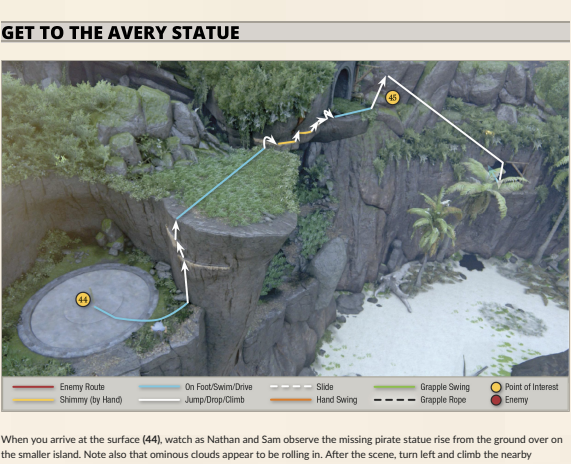


Fig. 12-14. Solving the puzzle earns an elevator ride to the surface, where the Drakes spot the Avery statue across the cove.

GET TO THE AVERY STATUE



When you arrive at the surface **(44)**, watch as Nathan and Sam observe the missing pirate statue rise from the ground over on the smaller island. Note also that ominous clouds appear to be rolling in. After the scene, turn left and climb the nearby handholds up the wall. Jump across to another set of handholds and climb rightward to the rope line **(45)**. Press ⊗ to ride it down to the cave mouth. Then proceed through the cave tunnel and hop down the terraces to the water, where you can swim to the boat.

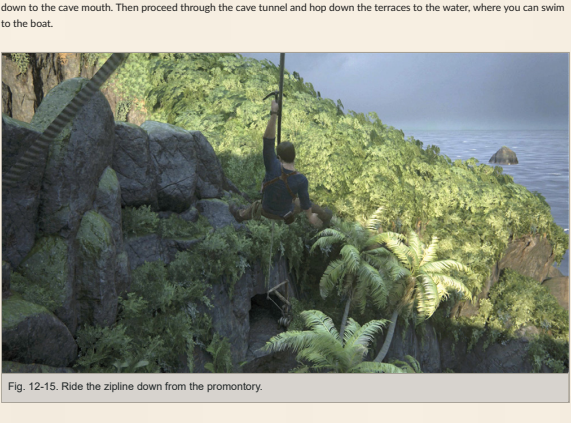
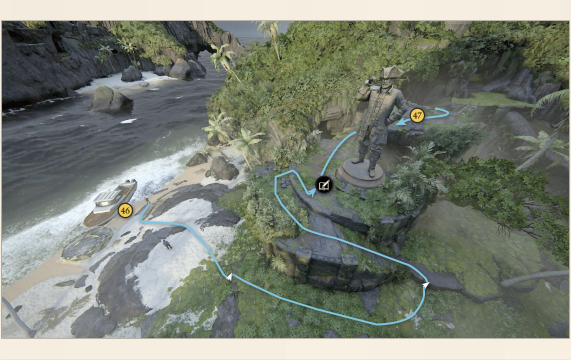
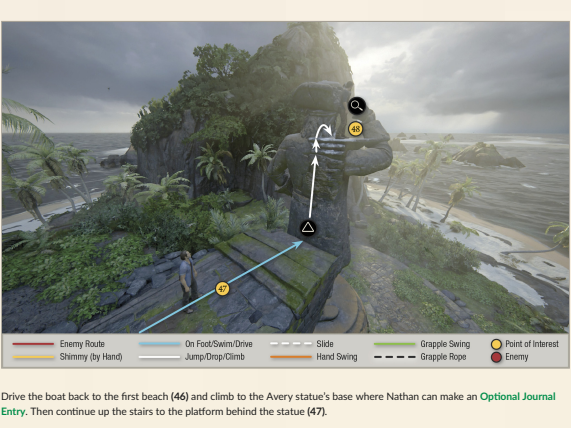


Fig. 12-15. Ride the zipline down from the promontory.





Drive the boat back to the first beach **(46)** and climb to the Avery statue's base where Nathan can make an Optional Journal Entry. Then continue up the stairs to the platform behind the statue **(47)**.

You picked up a journal entry

Fig. 12-16. Hey there, big guy.

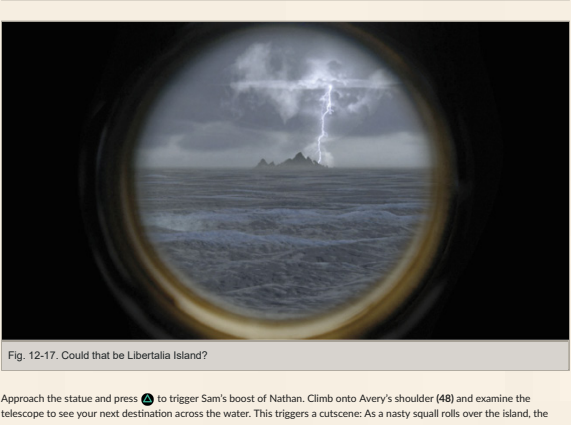


Fig. 12-17. Could that be Libertalia Island?

Approach the statue and press △ to trigger Sam's boost of Nathan. Climb onto Avery's shoulder **(48)** and examine the telescope to see your next destination across the water. This triggers a cutscene: As a nasty squall rolls over the island, the brothers spot an approaching flotilla of Shoreline gunboats. Time to flee!

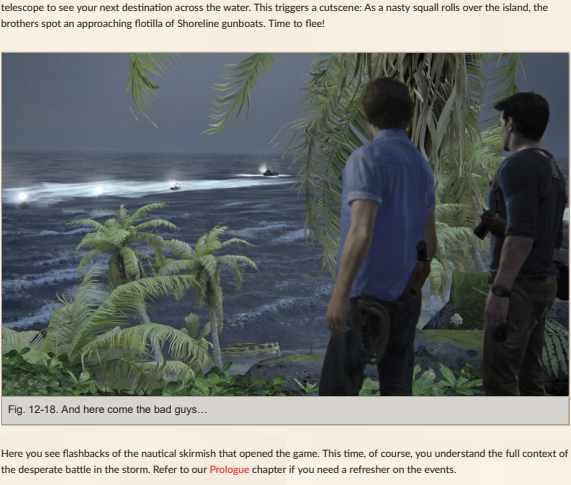
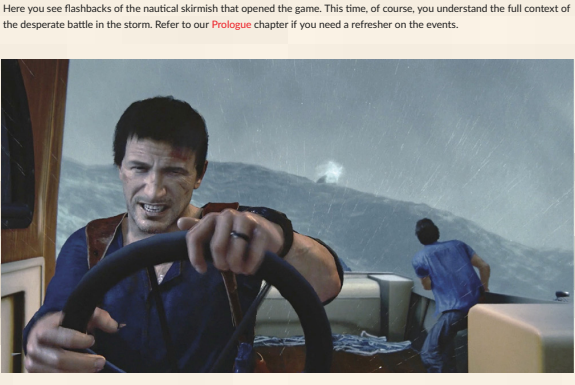
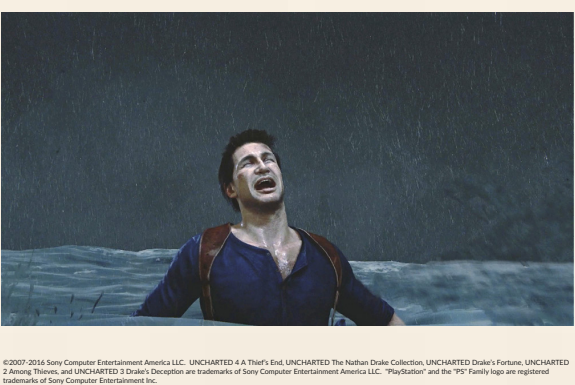


Fig. 12-18. And here come the bad guys...

Here you see flashbacks of the nautical skirmish that opened the game. This time, of course, you understand the full context of the desperate battle in the storm. Refer to our Prologue chapter if you need a refresher on the events.





Story Walkthrough

Chapter 13: Marooned

As the storm rages on, Nathan washes up on a beach. Sam is nowhere to be found, and the big Shoreline gunboat lies wrecked and burning on the nearby sand. You just know that Rafe, Nadine, and their mercenary goons are sure to turn up soon.

Collectibles

Treasures: 5

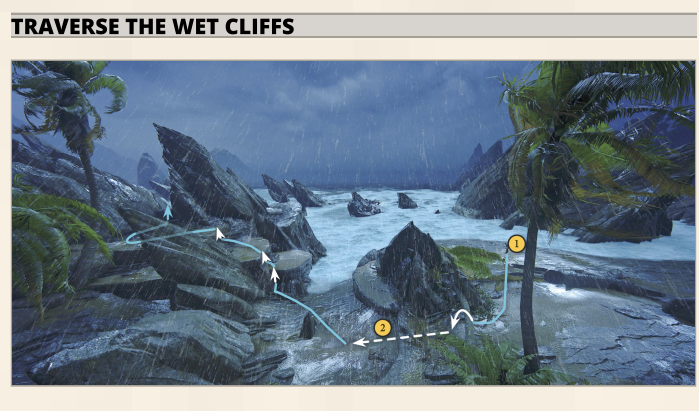
Trophy Started: "Peaceful Resolution" (continues through Chapters 13 and 14)

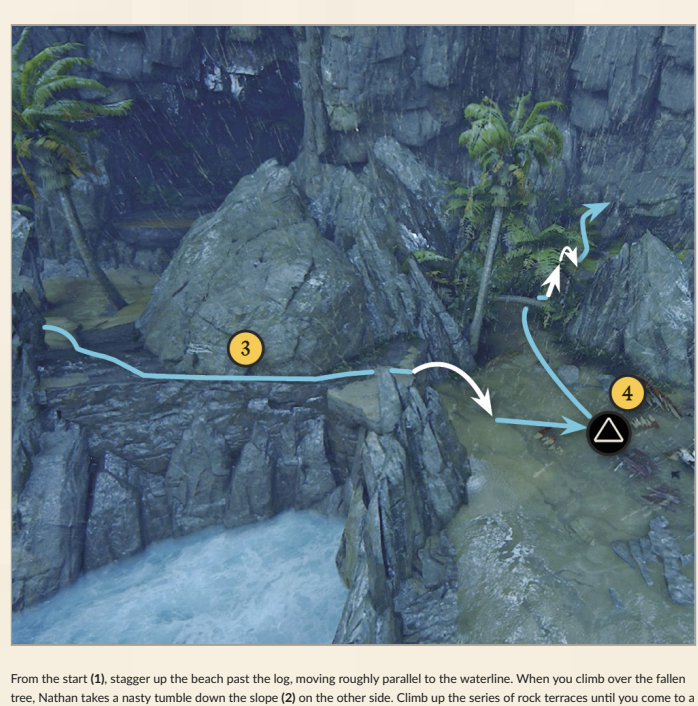
Optional Journal Notes: 2

Optional Journal Entries: 2

New Weapons: Condor, ARX-160, M14 Custom, Copperhead SR7, DShK (Crushing only)

TRAVERSE THE WET CLIFFS





From the start **(1)**, stagger up the beach past the log, moving roughly parallel to the waterline. When you climb over the fallen tree, Nathan takes a nasty tumble down the slope **(2)** on the other side. Climb up the series of rock terraces until you come to a cliff overlooking the churning water below **(3)**. Shimmy along the narrow ledge, then hop down to find an empty supply box **(4)**. Turn left and move through the passage under another fallen tree.

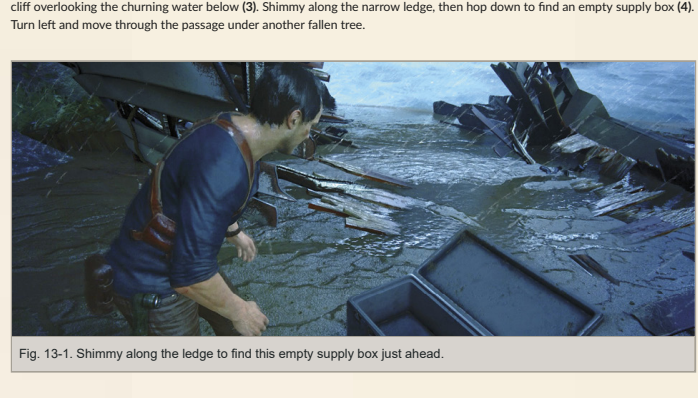
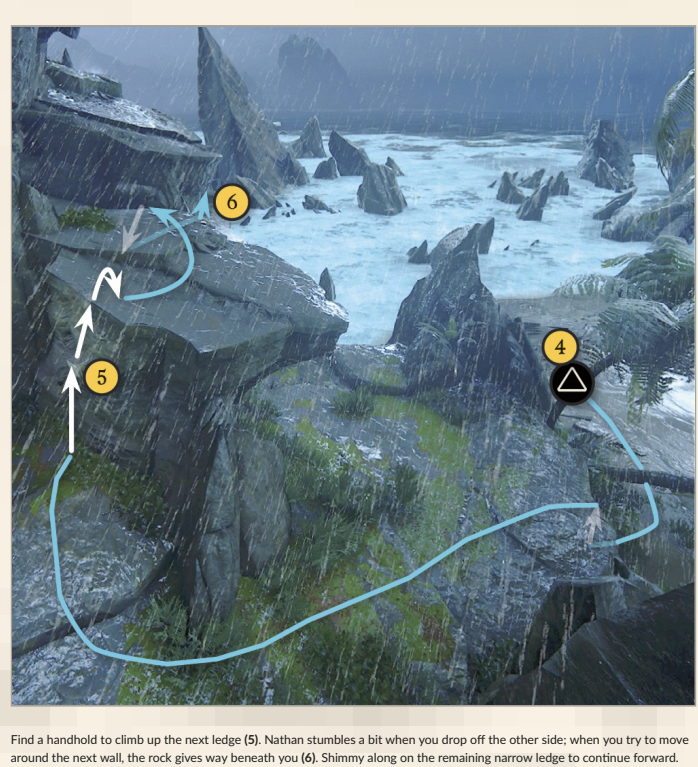
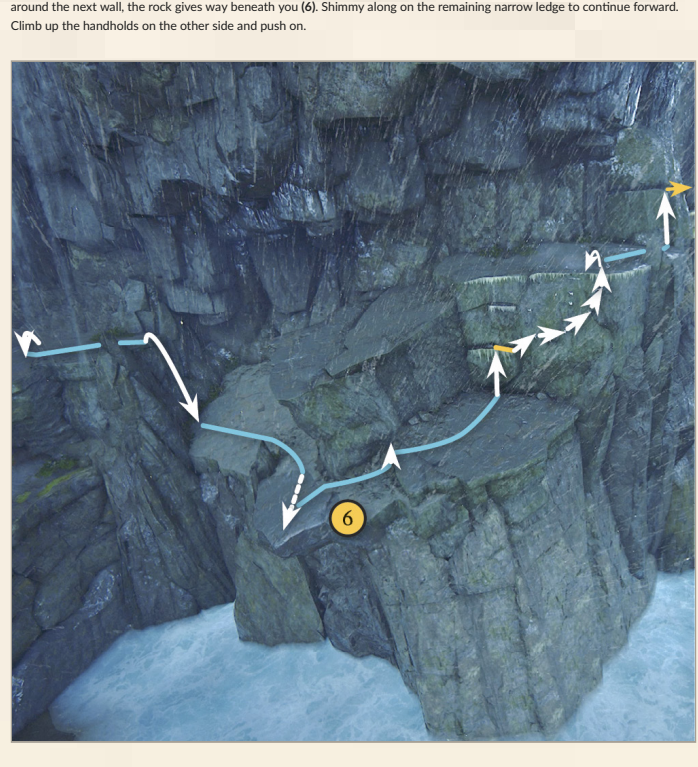
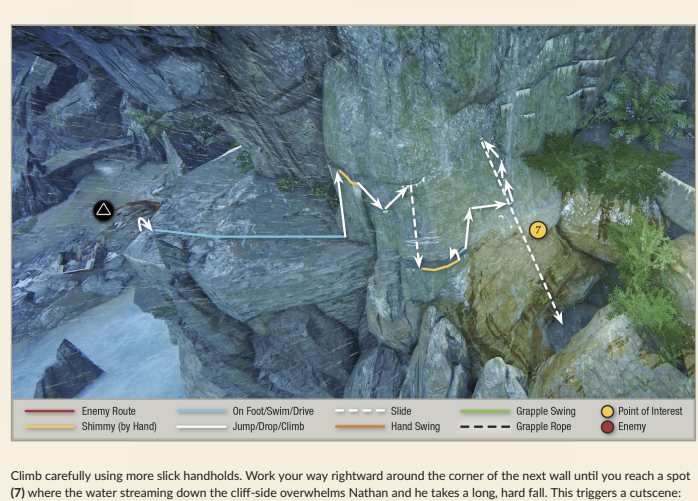


Fig. 13-1. Shimmy along the ledge to find this empty supply box just ahead.



Find a handhold to climb up the next ledge **(5)**. Nathan stumbles a bit when you drop off the other side; when you try to move around the next wall, the rock gives way beneath you **(6)**. Shimmy along on the remaining narrow ledge to continue forward. Climb up the handholds on the other side and push on.





Climb carefully using more slick handholds. Work your way rightward around the corner of the next wall until you reach a spot **(7)** where the water streaming down the cliff-side overwhelms Nathan and he takes a long, hard fall. This triggers a cutscene: Nathan passes out then awakens later to find the storm subsided. He also spots a light up on the mountain, signaling: "Sic parvis magna." Sam!

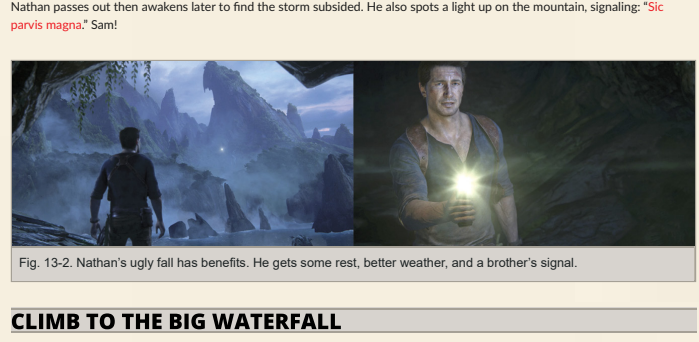
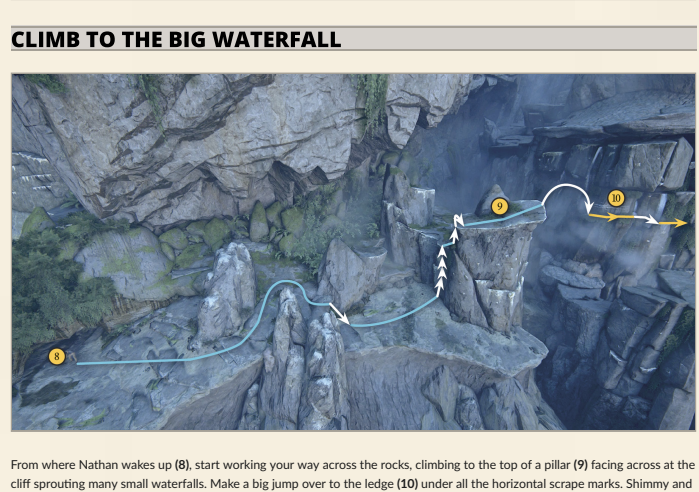
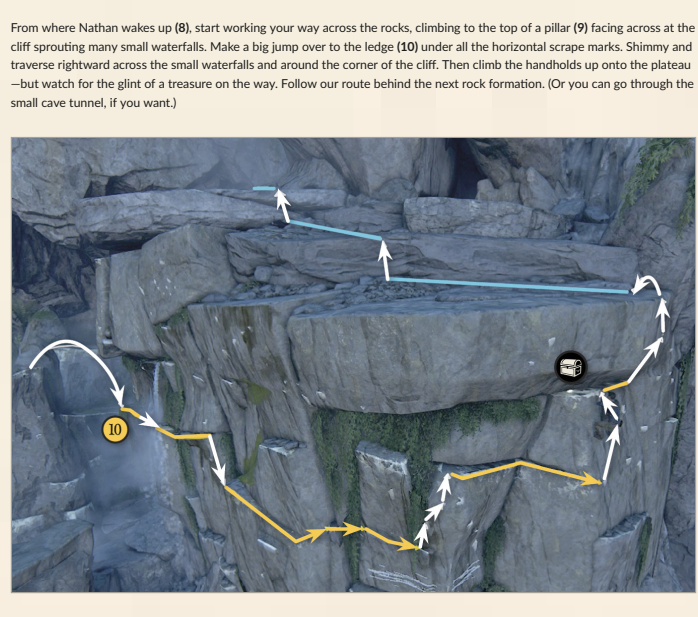


Fig. 13-2. Nathan's ugly fall has benefits. He gets some rest, better weather, and a brother's signal.

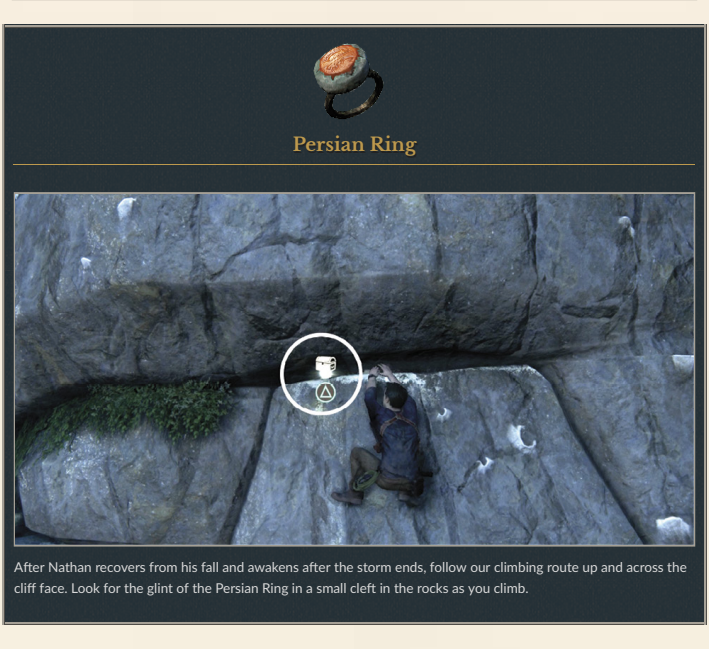
CLIMB TO THE BIG WATERFALL



From where Nathan wakes up **(8)**, start working your way across the rocks, climbing to the top of a pillar **(9)** facing across at the cliff sprouting many small waterfalls. Make a big jump over to the ledge **(10)** under all the horizontal scrape marks. Shimmy and traverse rightward across the small waterfalls and around the corner of the cliff. Then climb the handholds up onto the plateau—but watch for the glint of a treasure on the way. Follow our route behind the next rock formation. (Or you can go through the small cave tunnel, if you want.)



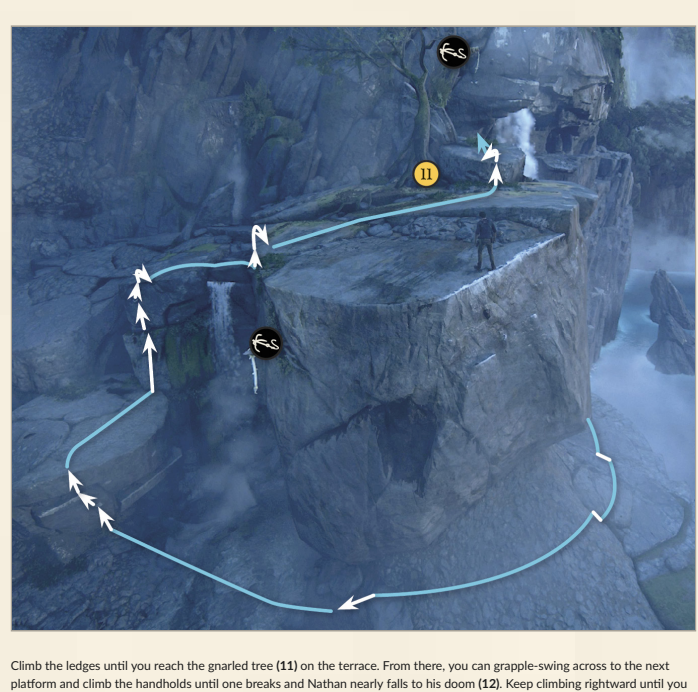
Persian Ring



After Nathan recovers from his fall and awakens after the storm ends, follow our climbing route up and across the cliff face. Look for the glint of the Persian Ring in a small cleft in the rocks as you climb.

MULTIPLE ROUTES

Keep in mind that there's more than one climbing route you can take up to the waterfall.



Climb the ledges until you reach the gnarled tree **(11)** on the terrace. From there, you can grapple-swing across to the next platform and climb the handholds until one breaks and Nathan nearly falls to his doom **(12)**. Keep climbing rightward until you can start working upward again. When you finally pull yourself onto the terrace **(13)** overlooking the big waterfall, you trigger a cutscene: Nathan spots the Shoreline fleet approaching the island.

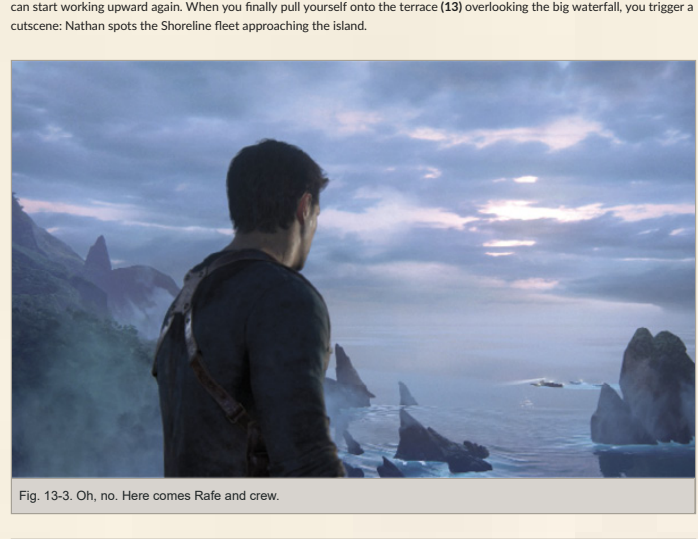
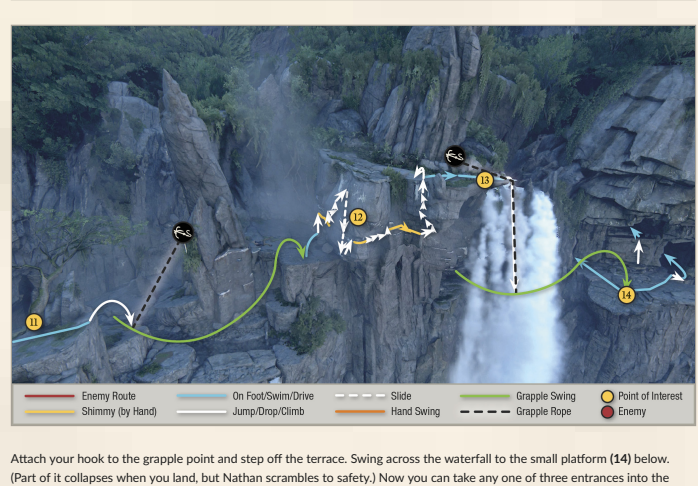


Fig. 13-3. Oh, no. Here comes Rafe and crew.



Attach your hook to the grapple point and step off the terrace. Swing across the waterfall to the small platform **(14)** below. (Part of it collapses when you land, but Nathan scrambles to safety.) Now you can take any one of three entrances into the cave complex behind the waterfall.

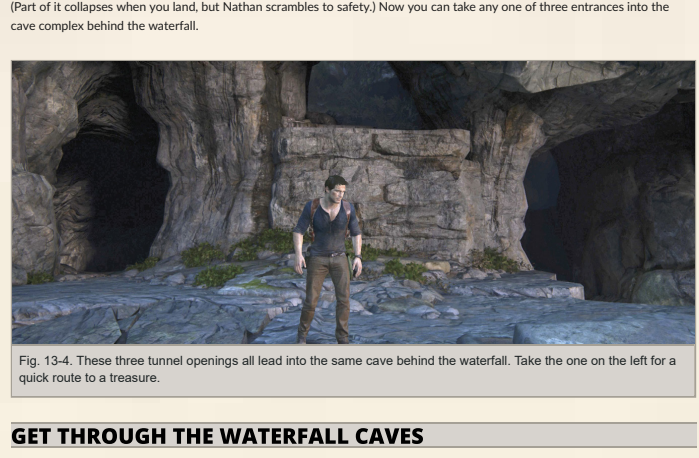
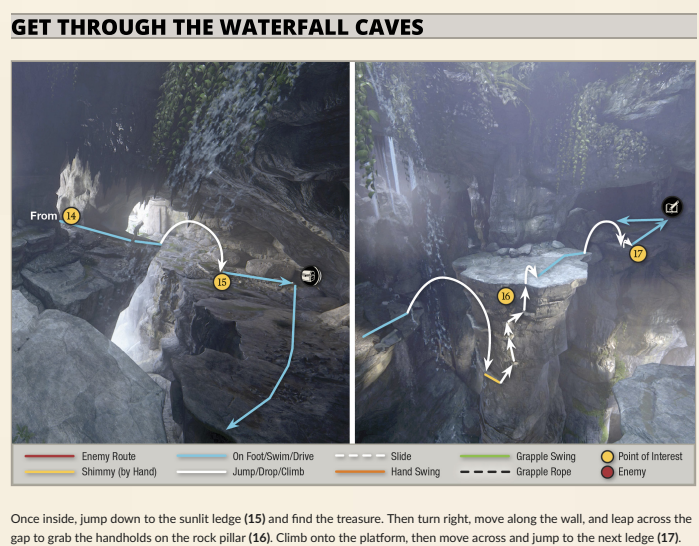


Fig. 13-4. These three tunnel openings all lead into the same cave behind the waterfall. Take the one on the left for a quick route to a treasure.

GET THROUGH THE WATERFALL CAVES



Once inside, jump down to the sunlit ledge **(15)** and find the treasure. Then turn right, move along the wall, and leap across the gap to grab the handholds on the rock pillar **(16)**. Climb onto the platform, then move across and jump to the next ledge **(17)**. Walk over to the impaled skeleton leaning against the wall to make another Optional Journal Entry*(see Fig. 13-5)*.

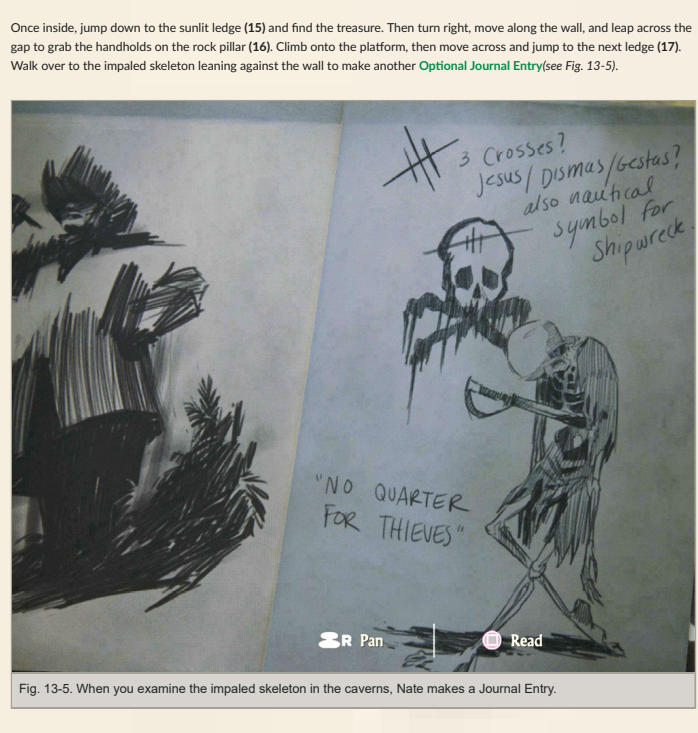
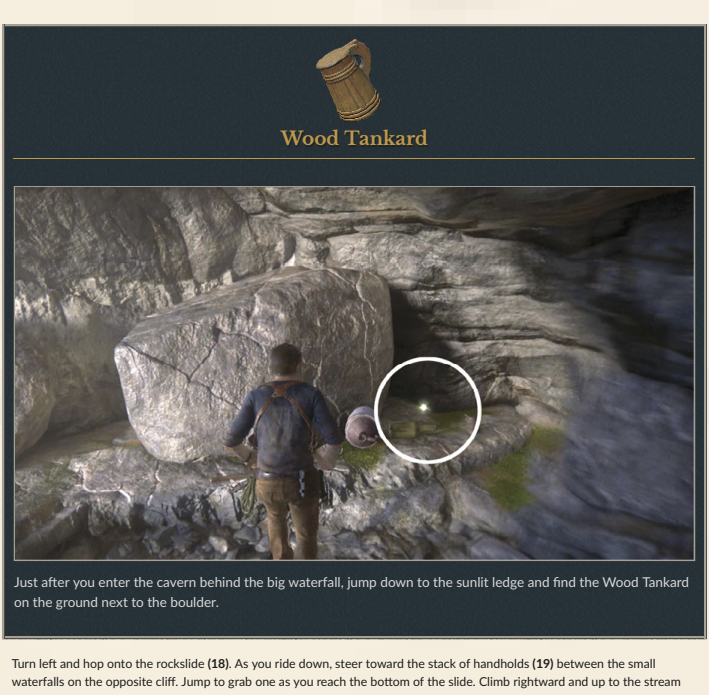

3 Crosses? Jesus/Dismas/Gestas?
also nautical symbol for Shipwreck
"NO QUARTER FOR THIEVES"
R Pan
Read

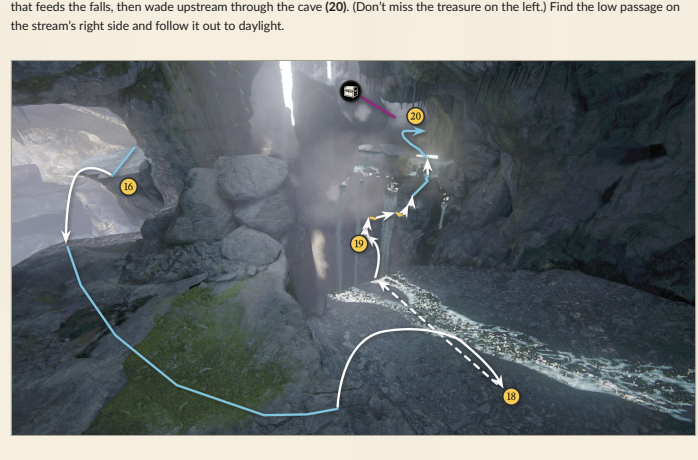
Fig. 13-5. When you examine the impaled skeleton in the caverns, Nate makes a Journal Entry.

Wood Tankard

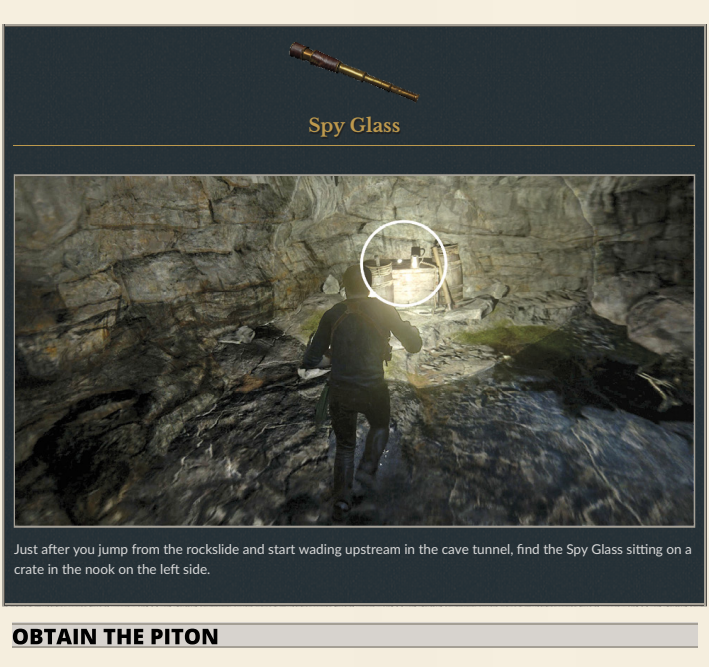


Just after you enter the cavern behind the big waterfall, jump down to the sunlit ledge and find the Wood Tankard on the ground next to the boulder.

Turn left and hop onto the rockslide **(18)**. As you ride down, steer toward the stack of handholds **(19)** between the small waterfalls on the opposite cliff. Jump to grab one as you reach the bottom of the slide. Climb rightward and up to the stream that feeds the falls, then wade upstream through the cave **(20)**. (Don't miss the treasure on the left.) Find the low passage on the stream's right side and follow it out to daylight.

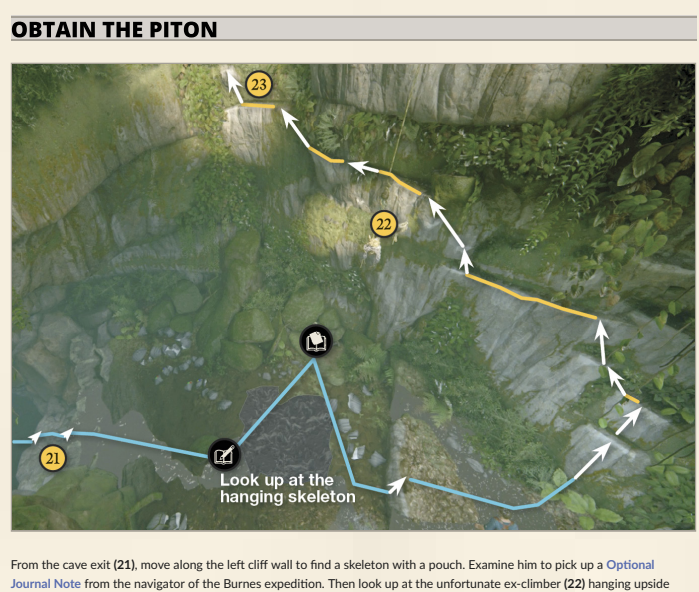


Spy Glass



Just after you jump from the rockslide and start wading upstream in the cave tunnel, find the Spy Glass sitting on a crate in the nook on the left side.

OBTAIN THE PITON



From the cave exit **(21)**, move along the left cliff wall to find a skeleton with a pouch. Examine him to pick up a Optional Journal Note from the navigator of the Burnes expedition. Then look up at the unfortunate ex-climber **(22)** hanging upside down from his rope; Nathan makes an Optional Journal Entry. Work your way up the streambed and climb around past the poor dangling fellow then up the wall to the left **(23)**.

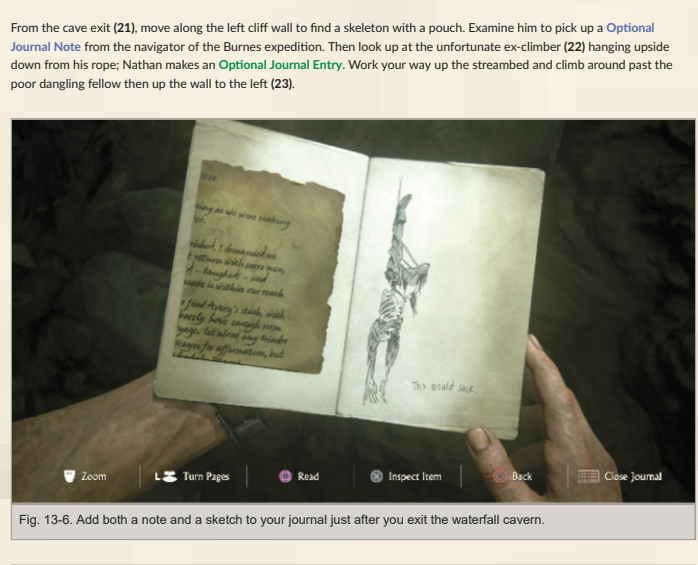
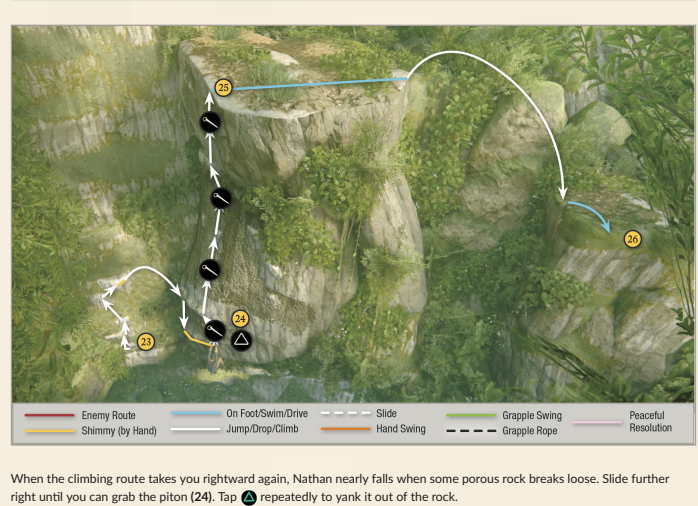


Fig. 13-6. Add both a note and a sketch to your journal just after you exit the waterfall cavern.



When the climbing route takes you rightward again, Nathan nearly falls when some porous rock breaks loose. Slide further right until you can grab the piton **(24)**. Tap ● repeatedly to yank it out of the rock.

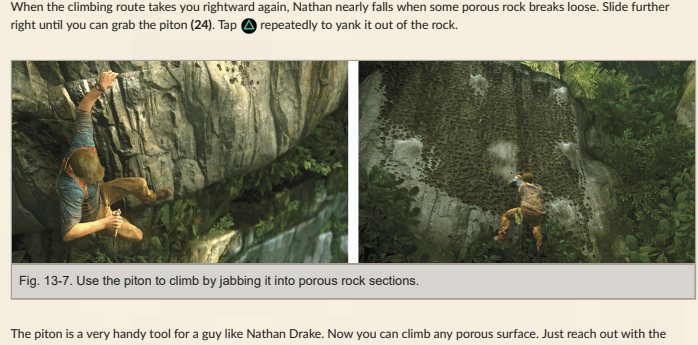
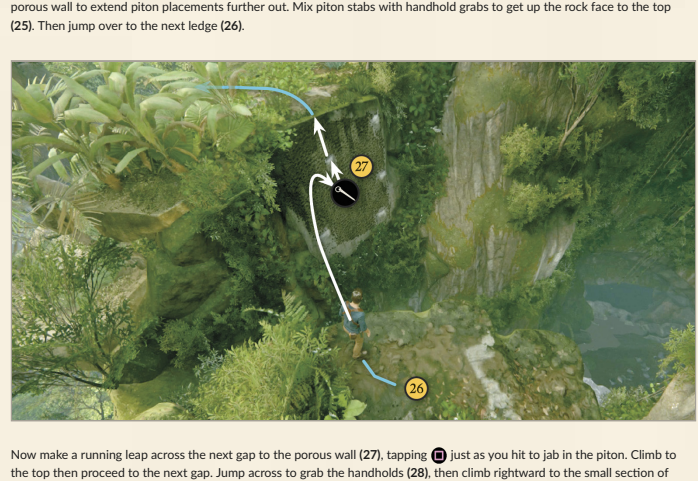
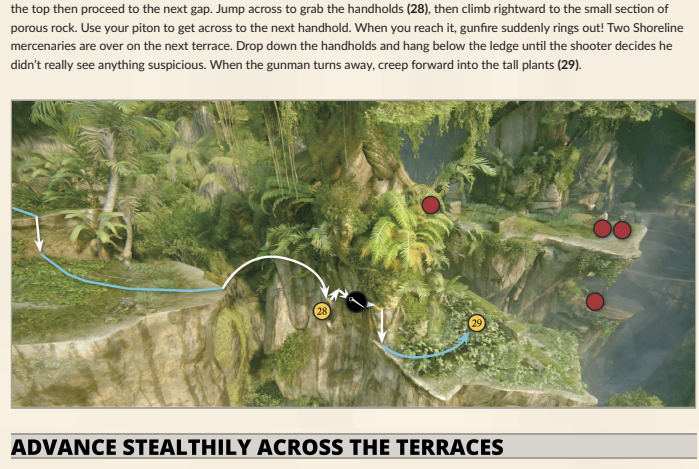


Fig. 13-7. Use the piton to climb by jabbing it into porous rock sections.

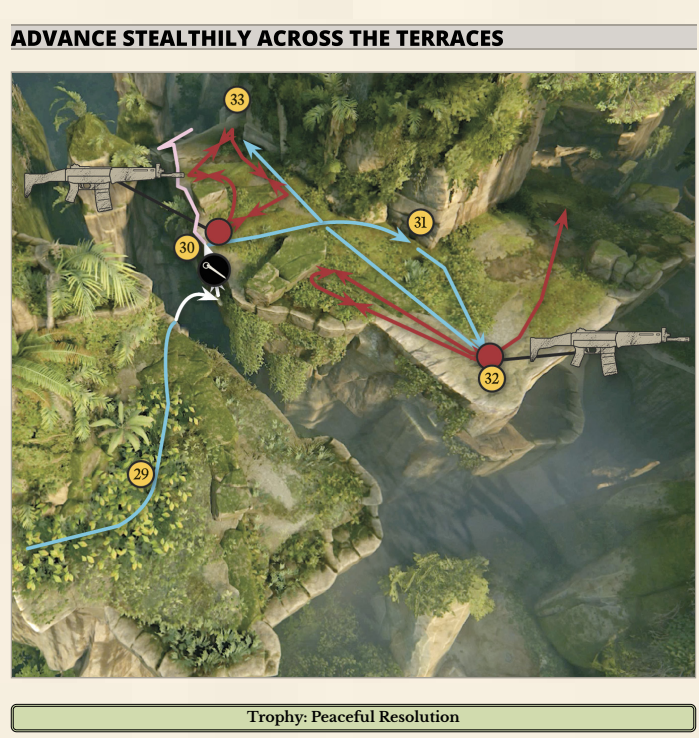
The piton is a very handy tool for a guy like Nathan Drake. Now you can climb any porous surface. Just reach out with the piton and press ● to jab it into pockmarked sections of rock. You can even jump from a regular handhold and then stab the porous wall to extend piton placements further out. Mix piton stabs with handhold grabs to get up the rock face to the top **(25)**. Then jump over to the next ledge **(26)**.



Now make a running leap across the next gap to the porous wall **(27)**, tapping ● just as you hit to jab in the piton. Climb to the top then proceed to the next gap. Jump across to grab the handholds **(28)**, then climb rightward to the small section of porous rock. Use your piton to get across to the next handhold. When you reach it, gunfire suddenly rings out! Two Shoreline mercenaries are over on the next terrace. Drop down the handholds and hang below the ledge until the shooter decides he didn't really see anything suspicious. When the gunman turns away, creep forward into the tall plants **(29)**.



ADVANCE STEALTHILY ACROSS THE TERRACES



Trophy: Peaceful Resolution

This trophy challenge begins here and continues through the next chapter. The challenge is to sneak past all Shoreline foes without killing any of them until the beginning of Chapter 15: The Thieves of Libertalia. This means you cannot shoot them down, KO them with melee attacks, nor use stealth takedowns. You can only sneak past without engaging foes.

We'll provide tips when you reach the combat zones in these chapters.

Follow the alternative Peaceful Resolution route on our maps. This is a completely stealthy route through this entire battle zone area. The route works as long as you move without being seen, so watch patrol patterns closely.

Remember, you have no weapon yet. Watch the guards resume their patrols. When the coast is clear, hustle to the gap and jump across. Use the piton to climb up then hang on the ledge **(30)** just to the right of rock. When the trooper returns to the ledge, pull him down. Nathan automatically snags his gun.

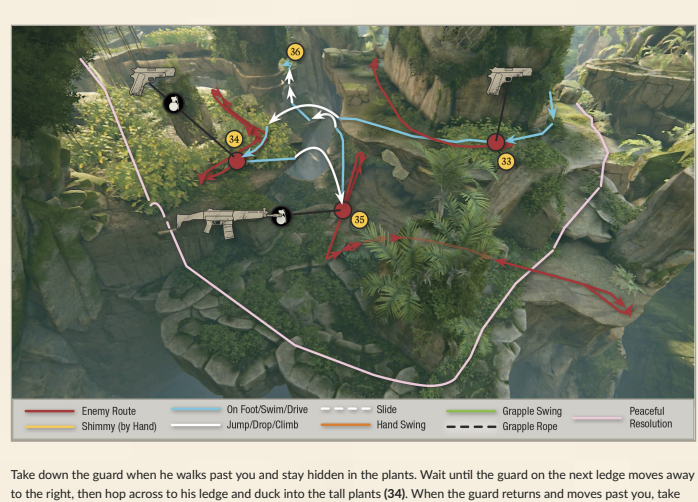
Climb onto the terrace and take cover at the wall **(31)**. When the next trooper patrols to the ledge **(32)**, sneak up behind him for a stealth takedown. Double back and move down the wall to the next corner. Take cover at the corner and observe the patrol patterns, then duck into the tall plants **(33)**.

Fig. 13-8. Take down troopers from behind, one by one.

SHOOT OUT TACTICS

If you get spotted and the orange alert goes out, the enemy patrol patterns are negated and all Shoreline troopers in the area rush to attack you. If that happens, you can jump off a cliff to reset to the last checkpoint and try stealth again. Or you can start fighting.

The gun battles on these terraces are fierce and difficult. To proceed along the story path, we recommend that you follow the basic route laid out in our stealth path.



Take down the guard when he walks past you and stay hidden in the plants. Wait until the guard on the next ledge moves away to the right, then hop across to his ledge and duck into the tall plants **(34)**. When the guard returns and moves past you, take him down in the bushes. Wait until the guard patrolling below you comes close to the ledge **(35)**. Then make a jump attack, landing right on top of him for a quick, quiet takedown. Move along the ledge, hop across to the far platform, and climb up the ledges to the tall foliage at the top **(36)**.

Pull Bodies Into Brush

When you perform stealth takedowns, pull victims down in the high grass to keep them hidden, if you can. If you leave victims in the open or kick them over a ledge, other guards may spot the bodies and then leave their patrols to aggressively investigate.

Peaceful Resolution Tips

Follow the leftmost and lowest pathway around the spires and climb into the high vegetation with guard **(34)**. Continue forward through the vegetation, cross the bridge, and wait in the vegetation for the right opportunity to move.

Hang out for a few seconds to observe the patrolling patterns of the next six troopers in the area. Then creep up behind the nearest guard as he stands looking away at the ledge **(37)**. Drag him backwards into the bushes! The next move is tricky. Creep to the edge of the grass and watch the guard below and to your left **(39)**. Make sure he's walking/facing away from you. Then make a running jump across the gap to execute a jump attack on the other guard **(38)**. Immediately take cover behind the log to avoid being seen!

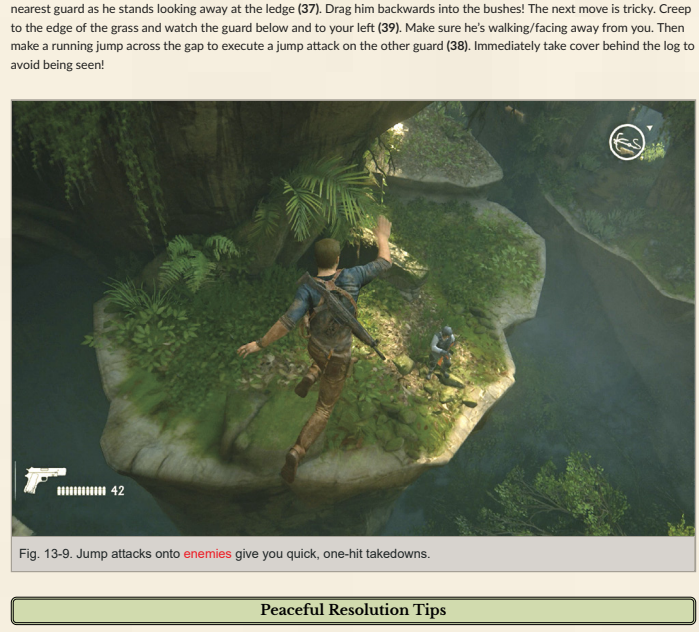
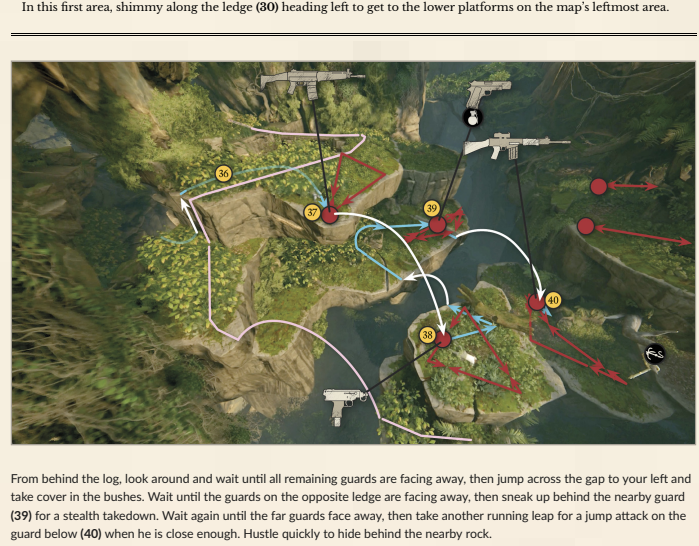


Fig. 13-9. Jump attacks onto enemies give you quick, one-hit takedowns.

Peaceful Resolution Tips

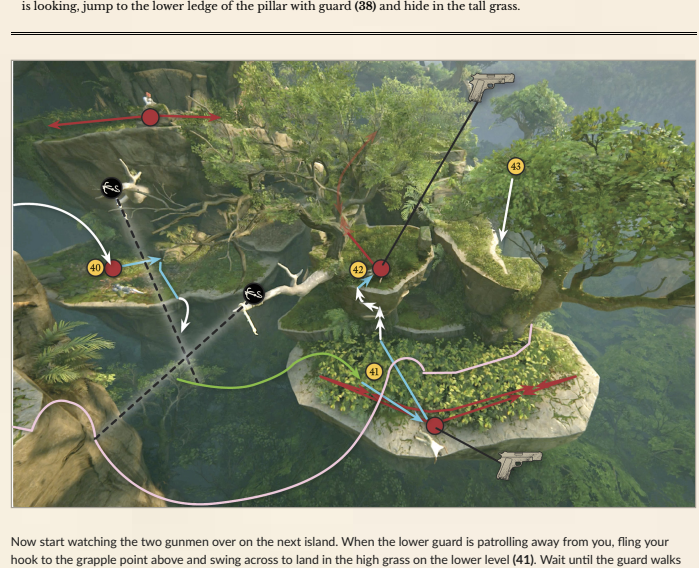
In this first area, shimmy along the ledge **(30)** heading left to get to the lower platforms on the map's leftmost area.



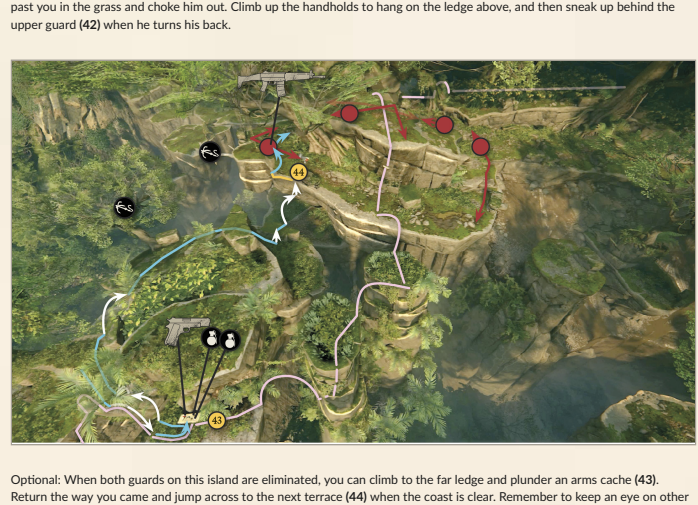
From behind the log, look around and wait until all remaining guards are facing away, then jump across the gap to your left and take cover in the bushes. Wait until the guards on the opposite ledge are facing away, then sneak up behind the nearby guard **(39)** for a stealth takedown. Wait again until the far guards face away, then take another running leap for a jump attack on the guard below **(40)** when he is close enough. Hustle quickly to hide behind the nearby rock.

Peaceful Resolution Tips

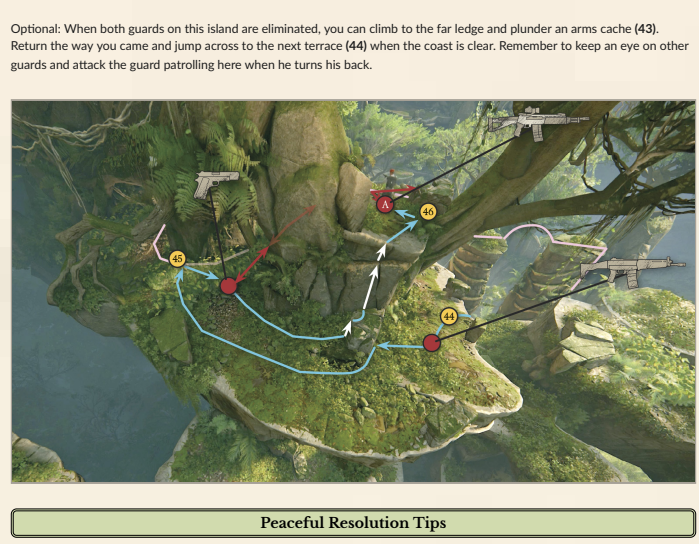
You may be spotted crossing the bridge, so hang out in the vegetation until the alert is over. Move to the next batch of tall grass **(36)** to the right when guard **(34)** and **(37)** are not looking. Drop to the lower ledge and then, when no one is looking, jump to the lower ledge of the pillar with guard **(38)** and hide in the tall grass.



Now start watching the two gunmen over on the next island. When the lower guard is patrolling away from you, fling your hook to the grapple point above and swing across to land in the high grass on the lower level **(41)**. Wait until the guard walks past you in the grass and choke him out. Climb up the handholds to hang on the ledge above, and then sneak up behind the upper guard **(42)** when he turns his back.



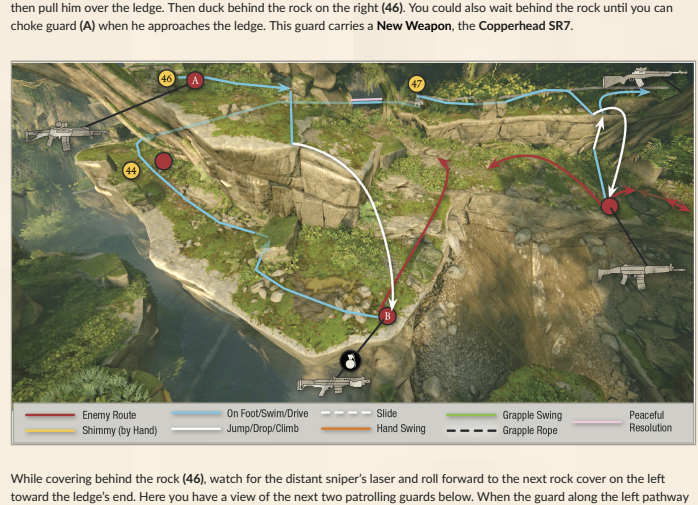
Optional: When both guards on this island are eliminated, you can climb to the far ledge and plunder an arms cache **(43)**. Return the way you came and jump across to the next terrace **(44)** when the coast is clear. Remember to keep an eye on other guards and attack the guard patrolling here when he turns his back.



Peaceful Resolution Tips

When Guard **(41)** is on the leftmost edge of his platform below, use the grapple to swing into the high vegetation, then move to this ledge's right outer edge and climb the rocks heading for the weapons cache **(43)**. Following our map route, hop across the two spires and hang on the top edge of the second one. Watch the guards closely on landmass **(44)** to make your move across the top of the spire and into the vegetation beyond it on the lower ledge that leads to the back pathway full of vegetation.

Sneak around the corner into the tall grass and take out the guard who patrols through the archway **(45)**. Then roll to avoid the distant sniper's laser sight as you move back around the rock formation and climb up; hang until the guard **(A)** approaches and then pull him over the ledge. Then duck behind the rock on the right **(46)**. You could also wait behind the rock until you can choke guard **(A)** when he approaches the ledge. This guard carries a **New Weapon**, the **Copperhead SR7**.



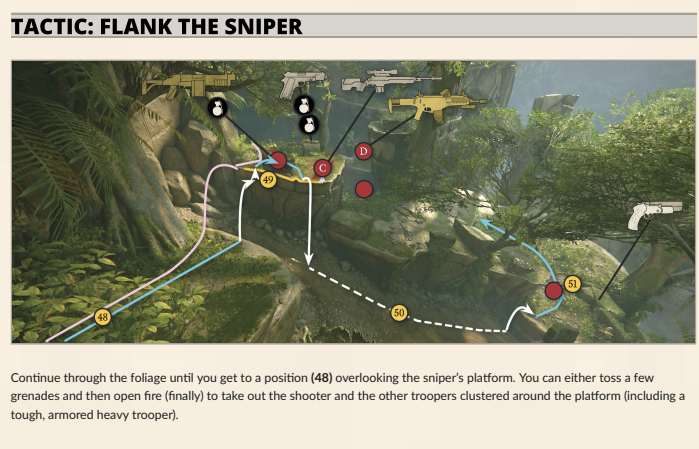
While covering behind the rock **(46)**, watch for the distant sniper's laser and roll forward to the next rock cover on the left toward the ledge's end. Here you have a view of the next two patrolling guards below. When the guard along the left pathway is walking away, leap from the ledge quickly and perform a vertical takedown on the guard **(B)** on the right. This guard carries the **New Weapon**, the **Condor**, which is a more powerful shotgun than the Spezzotti. Cover behind the rock near this guard to hide from the laser if necessary. To avoid the laser and the last guard on this landmass, double back along the lower pathway behind you, heading for the spot **(44)** where you first climbed into this area.

Work your way back around the corner to the tall vegetation **(45)** and continue around the tree to the short ledge step **(47)**. Climb into the tall grass and as you head forward you'll see the last guard in this area on the lower path on your right. When the sniper's laser is pointed elsewhere, leap off the ledge for a vertical takedown on the patrolling guard. Quickly return to the foliage on the higher pathway where you can find a **Mettler M-30** on a short wall.

Peaceful Resolution Tips

Run through the thick vegetation along the higher back pathway **(47)**, only stopping to pick up the Mettler M-30.

TACTIC: FLANK THE SNIPER



Continue through the foliage until you get to a position **(48)** overlooking the sniper's platform. You can either toss a few grenades and then open fire (finally) to take out the shooter and the other troopers clustered around the platform (including a tough, armored heavy trooper).

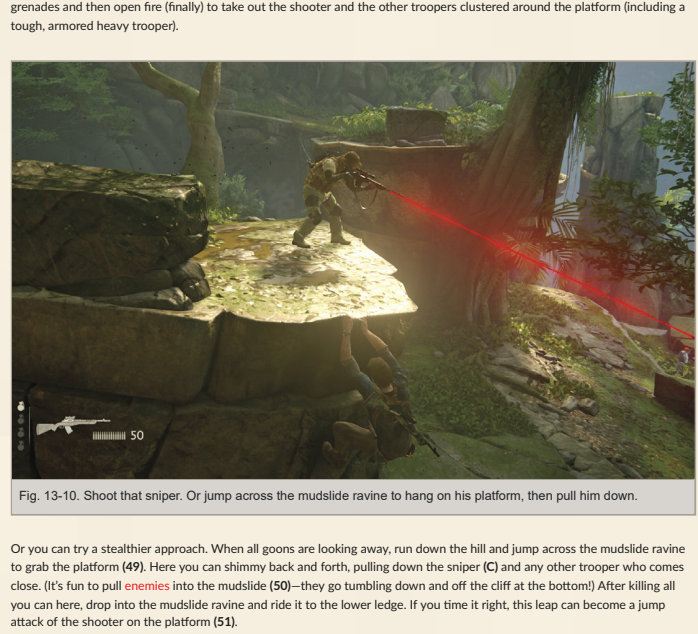


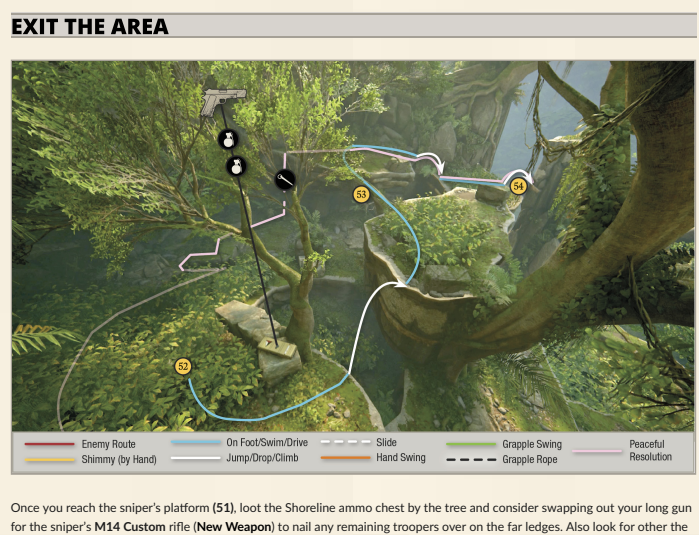
Fig. 13-10. Shoot that sniper. Or jump across the mudslide ravine to hang on his platform, then pull him down.

Or you can try a stealthier approach. When all goons are looking away, run down the hill and jump across the mudslide ravine to grab the platform **(49)**. Here you can shimmy back and forth, pulling down the sniper **(C)** and any other trooper who comes close. (It's fun to pull enemies into the mudslide **(50)**—they go tumbling down and off the cliff at the bottom!) After killing all you can here, drop into the mudslide ravine and ride it to the lower ledge. If you time it right, this leap can become a jump attack of the shooter on the platform **(51)**.

Peaceful Resolution Tips

While the sniper is pointing his laser to the right, run and jump over the mudslide to his ledge **(49)**. Now follow the guard with the China Lake GL through the vegetation to an L-shaped block at the edge of the tall grass. Follow this around the backside to hide from the guard.

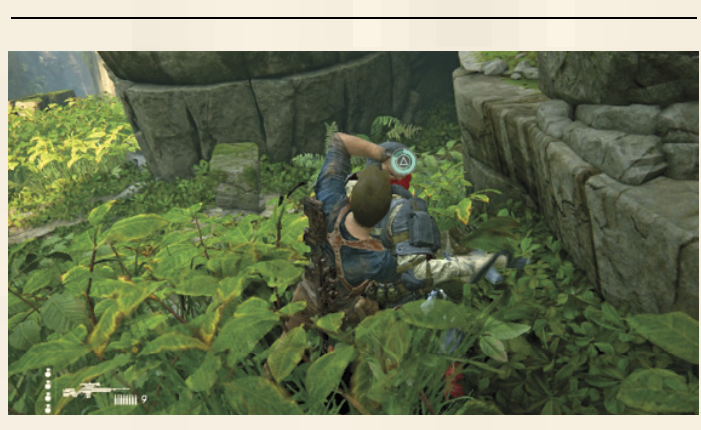
EXIT THE AREA

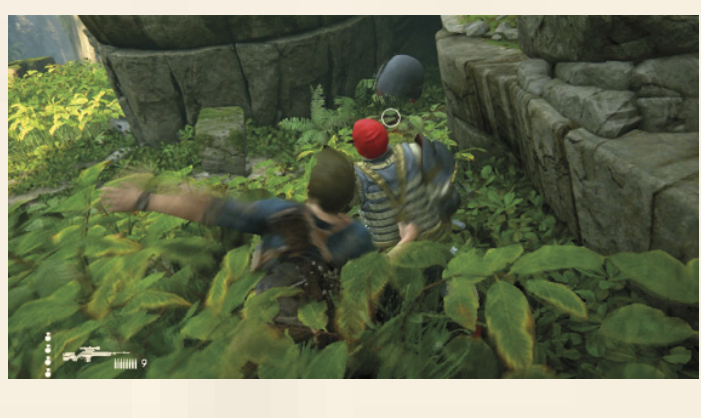


Once you reach the sniper's platform **(51)**, loot the Shoreline ammo chest by the tree and consider swapping out your long gun for the sniper's **M14 Custom** rifle (**New Weapon**) to nail any remaining troopers over on the far ledges. Also look for the other final **New Weapon** choice in the area: the **ARX-160** rifle dropped by the heavily armored, and helmeted soldier **(D)**. When you finally clear out the area, jump across to the next platform behind the ammo chest and walk across the log bridge **(53)**.

TOUGH TAKEDOWN

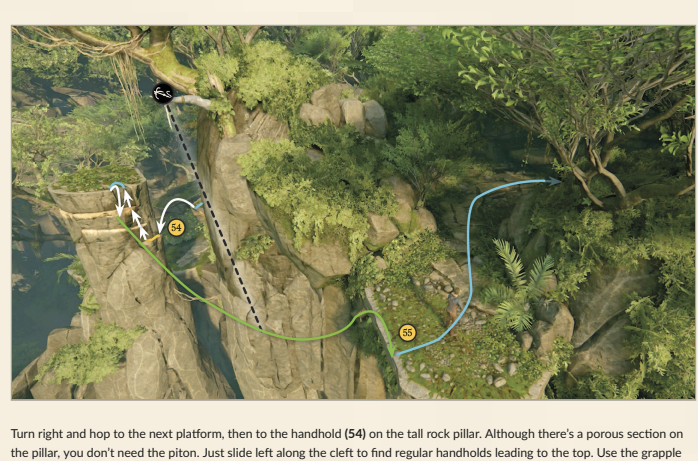
Be aware that heavy troopers wearing helmets are resistant to stealth attacks. When you pounce on one of these troopers from behind, you must first tap ● repeatedly until the circle-meter fills around the onscreen icon; Nathan pulls off the trooper's helmet, then attacks him again for the final takedown.



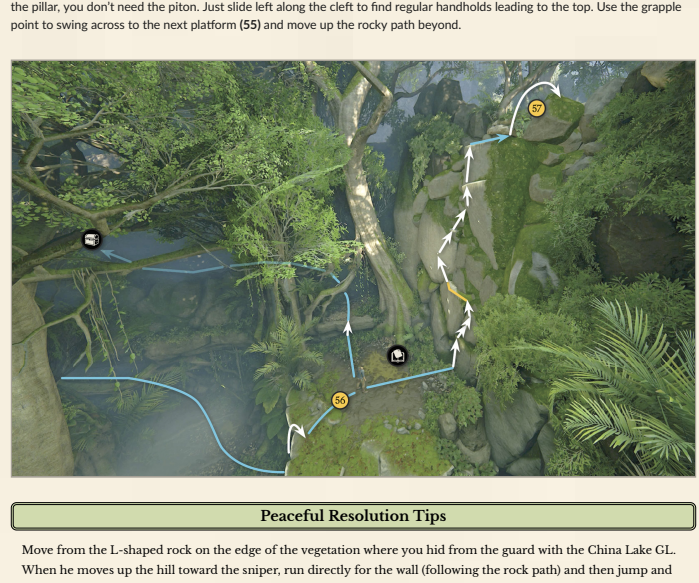


CRUSHING NEW WEAPON

If you are playing in Crushing mode, there will be a Brute in this area armed with a **DShK** (minigun). This is the first time you'll be in this **New Weapon's** sights. In any other mode, you would not be exposed to this weapon until Chapter 18: New Devon



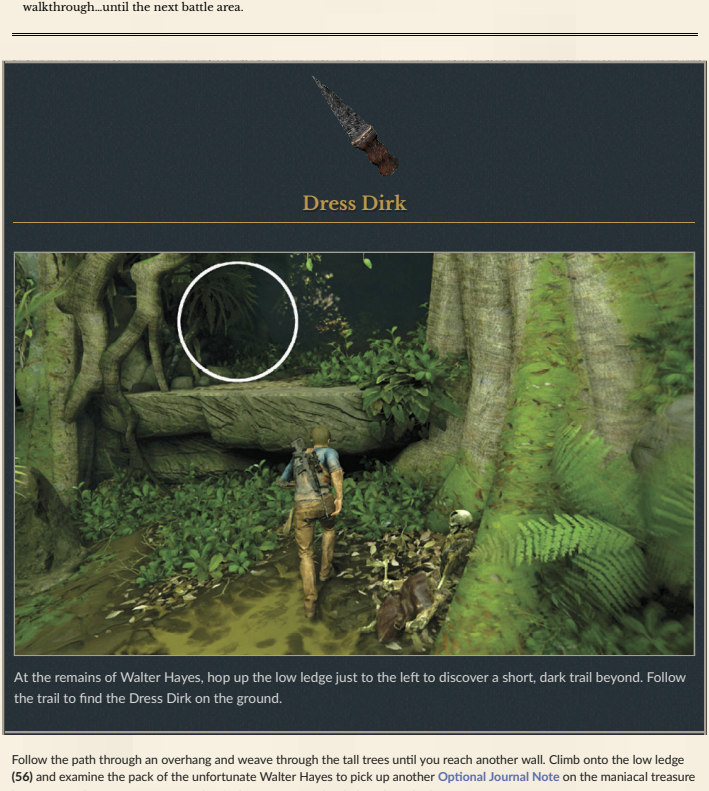
Turn right and hop to the next platform, then to the handhold **(54)** on the tall rock pillar. Although there's a porous section on the pillar, you don't need the piton. Just slide left along the cleft to find regular handholds leading to the top. Use the grapple point to swing across to the next platform **(55)** and move up the rocky path beyond.



Peaceful Resolution Tips

Move from the L-shaped rock on the edge of the vegetation where you hid from the guard with the China Lake GL. When he moves up the hill toward the sniper, run directly for the wall (following the rock path) and then jump and use the piton to scale the wall to get to the top. From here, you follow the same route as our normal path in the walkthrough...until the next battle area.

Dress Dirk



At the remains of Walter Hayes, hop up the low ledge just to the left to discover a short, dark trail beyond. Follow the trail to find the Dress Dirk on the ground.

Follow the path through an overhang and weave through the tall trees until you reach another wall. Climb onto the low ledge **(56)** and examine the pack of the unfortunate Walter Hayes to pick up another Optional Journal Note on the maniacal treasure hunt of Jonathan Burnes. You can also find a treasure up the dark path to the left.

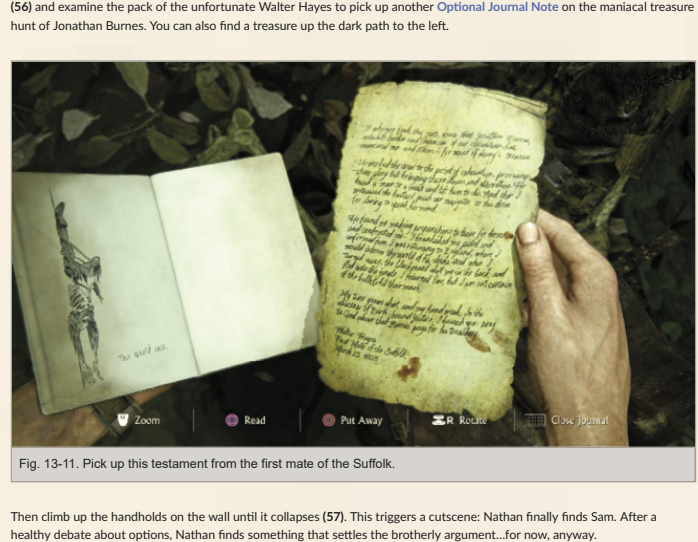


Fig. 13-11. Pick up this testament from the first mate of the Suffolk.

Then climb up the handholds on the wall until it collapses **(57)**. This triggers a cutscene: Nathan finally finds Sam. After a healthy debate about options, Nathan finds something that settles the brotherly argument...for now, anyway.

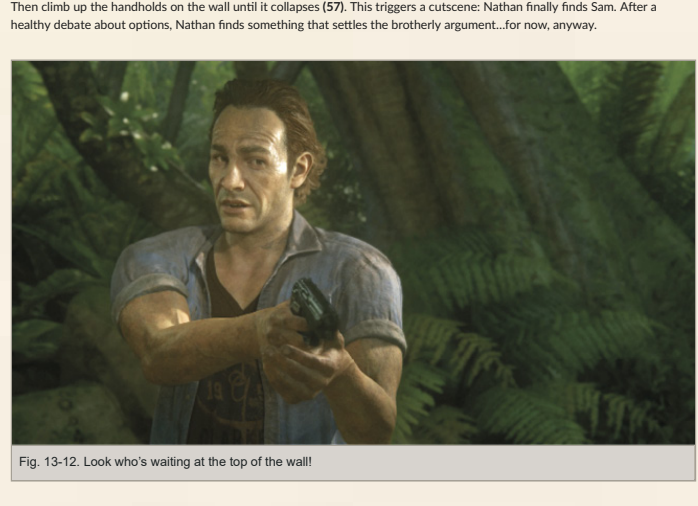


Fig. 13-12. Look who's waiting at the top of the wall!

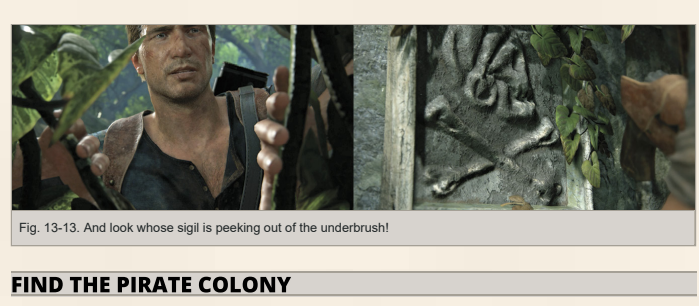
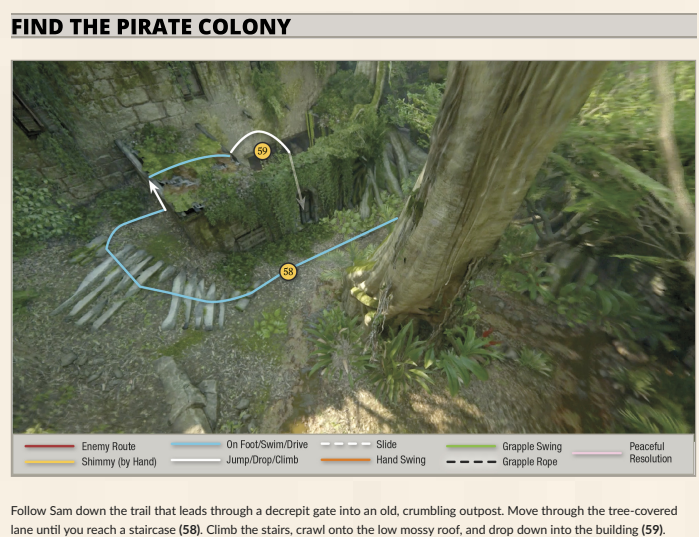
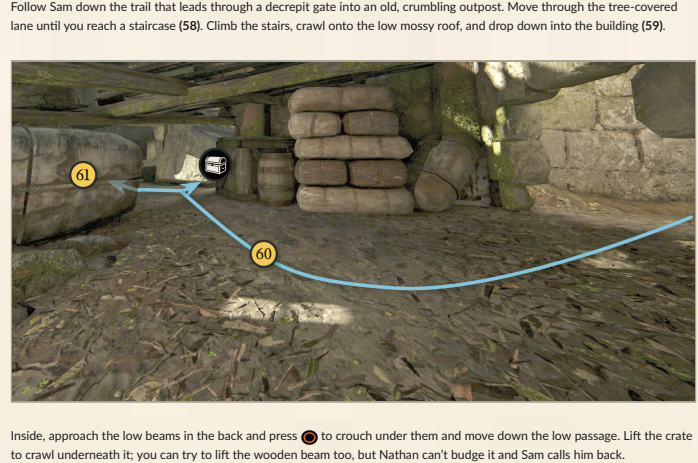


Fig. 13-13. And look whose sigil is peeking out of the underbrush!

FIND THE PIRATE COLONY



Follow Sam down the trail that leads through a decrepit gate into an old, crumbling outpost. Move through the tree-covered lane until you reach a staircase **(58)**. Climb the stairs, crawl onto the low mossy roof, and drop down into the building **(59)**.



Inside, approach the low beams in the back and press ● to crouch under them and move down the low passage. Lift the crate to crawl underneath it; you can try to lift the wooden beam too, but Nathan can't budge it and Sam calls him back.

Climb the ramp and drop down the hole in the floor, then follow it to a fork **(60)**. Veer right to drop into a room and find a treasure in the subfloor. Then come back and continue down the other fork **(61)** to exit into an open courtyard **(62)**.

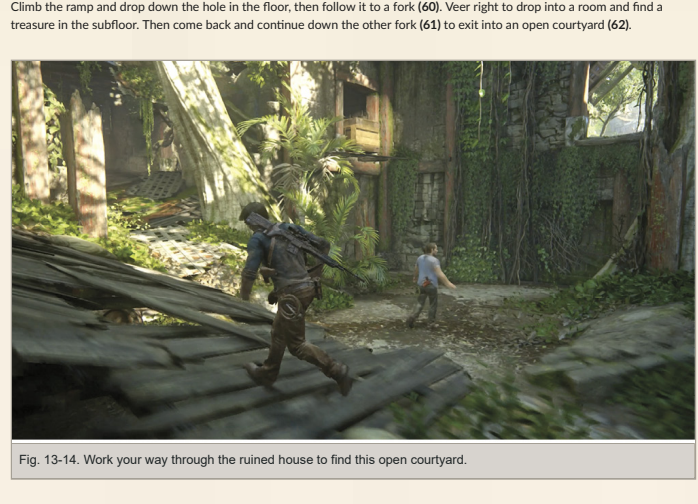
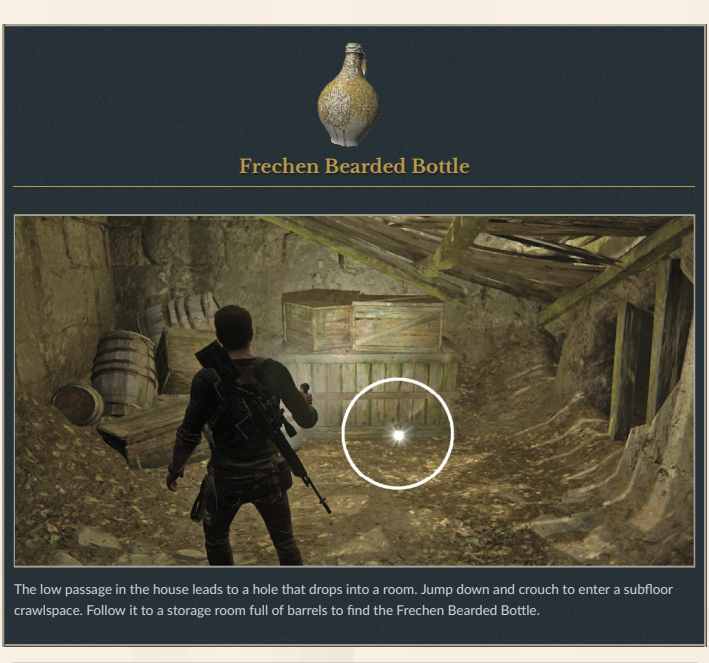
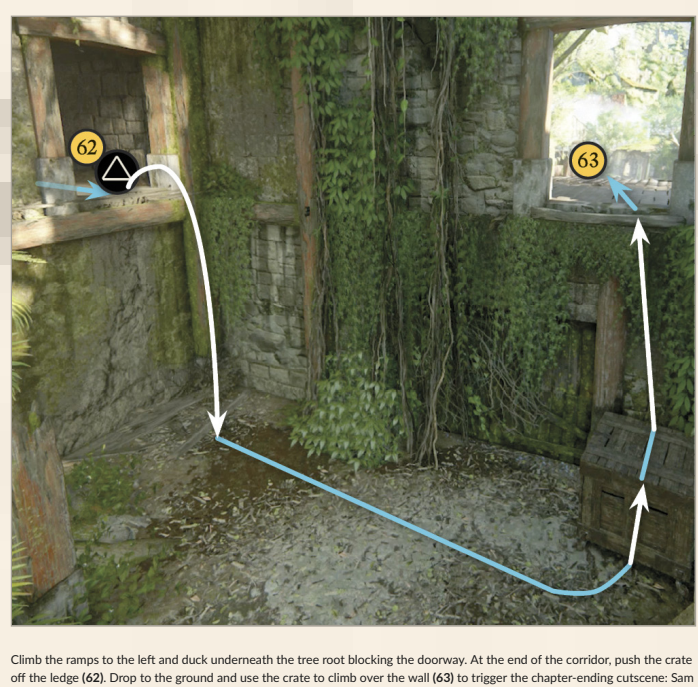


Fig. 13-14. Work your way through the ruined house to find this open courtyard.

Frechen Bearded Bottle



The low passage in the house leads to a hole that drops into a room. Jump down and crouch to enter a subfloor crawlspace. Follow it to a storage room full of barrels to find the Frechen Bearded Bottle.



Climb the ramps to the left and duck underneath the tree root blocking the doorway. At the end of the corridor, push the crate off the ledge **(62)**. Drop to the ground and use the crate to climb over the wall **(63)** to trigger the chapter-ending cutscene: Sam and Nathan gaze out upon a towering secret, lost for 300 years.

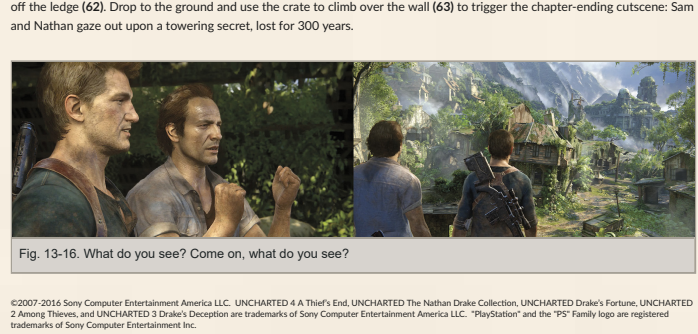
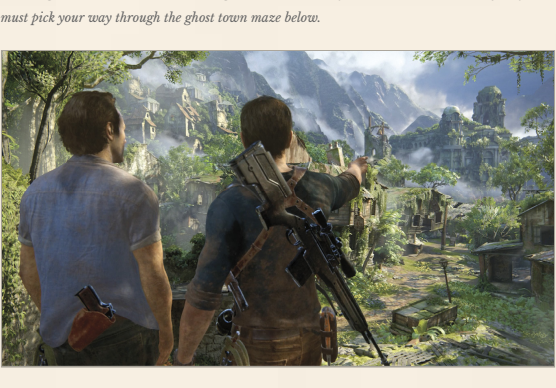


Fig. 13-16. What do you see? Come on, what do you see?

Story Walkthrough

Chapter 14: Join Me in Paradise

Libertalia! The Drake brothers gaze across a fantastic cityscape fallen into ruins. In the distance looms a great structure with a massive guard tower. That's your next destination. But first you must pick your way through the ghost town maze below.



Collectibles

Treasures: 9

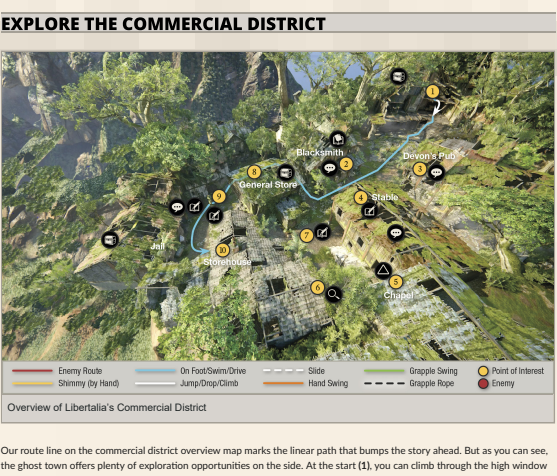
Optional Conversations: 6

Optional Journal Notes: 2

Optional Journal Entries: 4

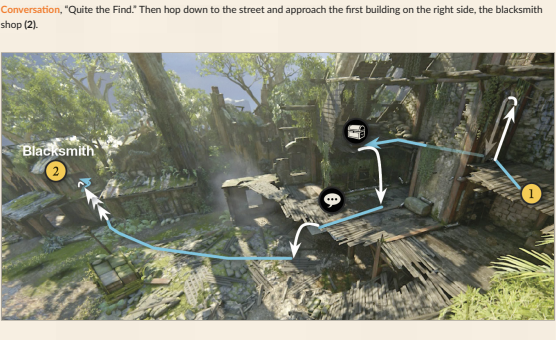
New Weapons: Powder Keg

EXPLORE THE COMMERCIAL DISTRICT

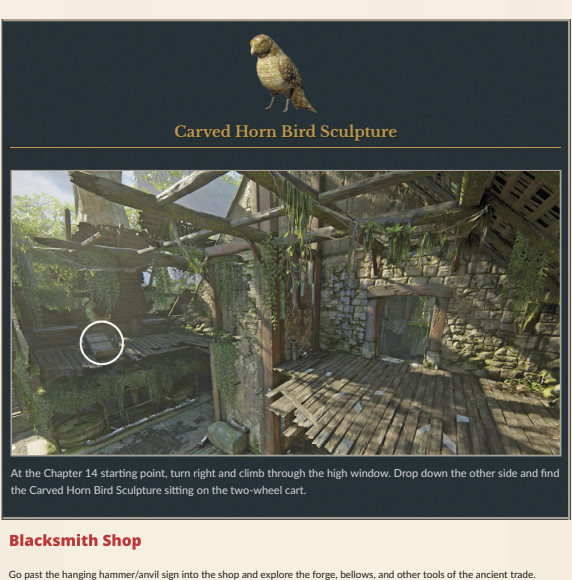


Overview of Libertalia's Commercial District

Our route line on the commercial district overview map marks the linear path that bumps the story ahead. But as you can see, the ghost town offers plenty of exploration opportunities on the side. At the start **(1)**, you can climb through the high window on the wall to your right to find a treasure. Then drop onto the fallen floor section and approach Sam for the Optional Conversation, "Quite the Find." Then hop down to the street and approach the first building on the right side, the blacksmith shop **(2)**.



Carved Horn Bird Sculpture



At the Chapter 14 starting point, turn right and climb through the high window. Drop down the other side and find the Carved Horn Bird Sculpture sitting on the two-wheel cart.

Blacksmith Shop

Go past the hanging hammer/anvil sign into the shop and explore the forge, bellows, and other tools of the ancient trade. Examine the worktable to pick up a cutlass and trigger a quick bit of brotherly horseplay. After the cutlass scene, a Talk icon appears over Sam. Engage in another Optional Conversation, "Traded with Other Colonies" to discuss colony issues.

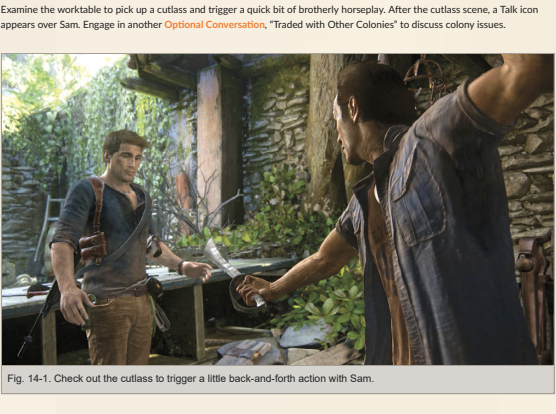


Fig. 14-1. Check out the cutlass to trigger a little back-and-forth action with Sam.

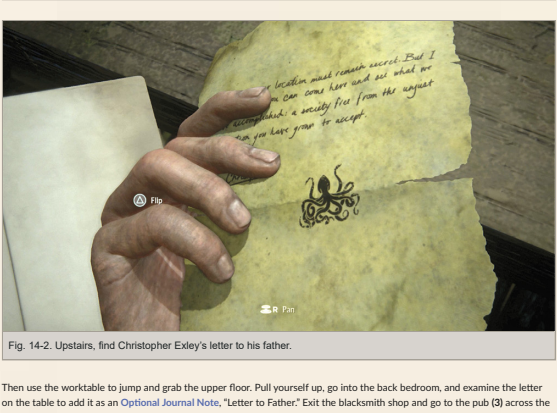
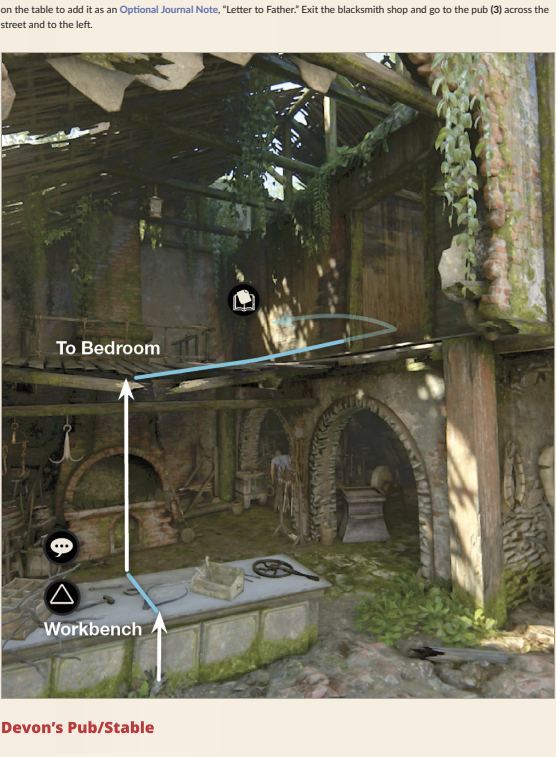


Fig. 14-2. Upstairs, find Christopher Exley's letter to his father.

Then use the worktable to jump and grab the upper floor. Pull yourself up, go into the back bedroom, and examine the letter on the table to add it as an Optional Journal Note, "Letter to Father." Exit the blacksmith shop and go to the pub **(3)** across the street and to the left.



Devon's Pub/Stable

Explore the tavern's main floor, then go outside and climb through the side entrance onto the second floor. Examine the chair marked with the Talk icon to trigger a seated Optional Conversation, "Tavern Talk," with Sam. Keep pressing ⊙ when the icon appears to hear the full discussion.

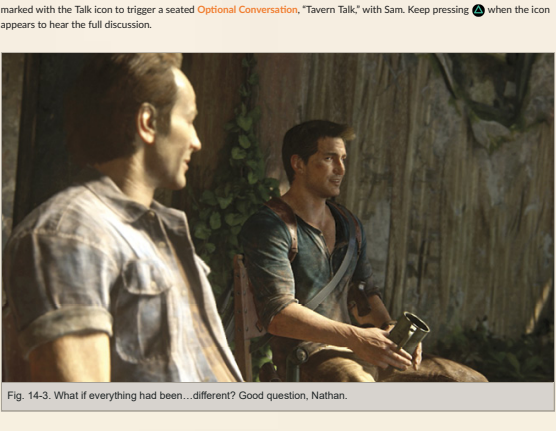
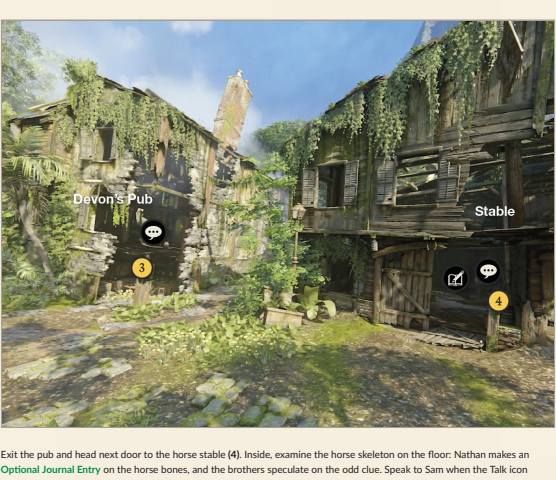


Fig. 14-3. What if everything had been… different? Good question, Nathan.



Exit the pub and head next door to the horse stable **(4)**. Inside, examine the horse skeleton on the floor; Nathan makes an Optional Journal Entry on the horse bones, and the brothers speculate on the odd clue. Speak to Sam when the Talk icon appears for another Optional Conversation, "The Simplest Explanation." Then exit the stable.

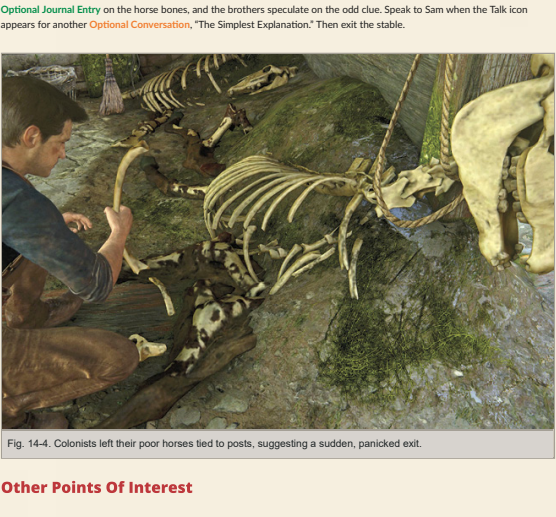


Fig. 14-4. Colonists left their poor horses tied to posts, suggesting a sudden, panicked exit.

Other Points Of Interest

Climb the stairs outside the stable that lead to the chapel **(5)**. Try the door—it's locked. Come back downstairs and examine the crack in the buckled wall **(6)** underneath the broken sign to spot the path you need to reach eventually. Then examine the monument stone **(7)** to check out the Code of Conduct. Nathan adds an Optional Journal Entry on the topic.

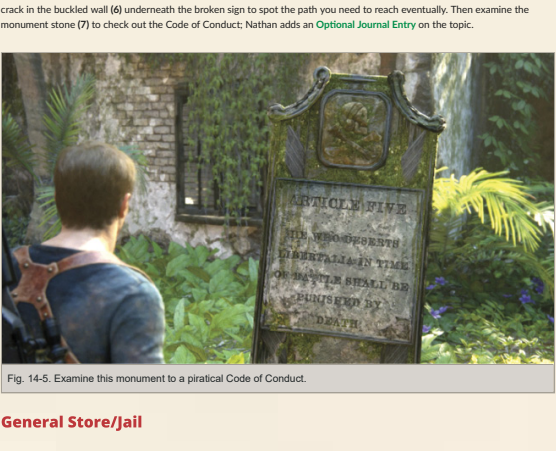
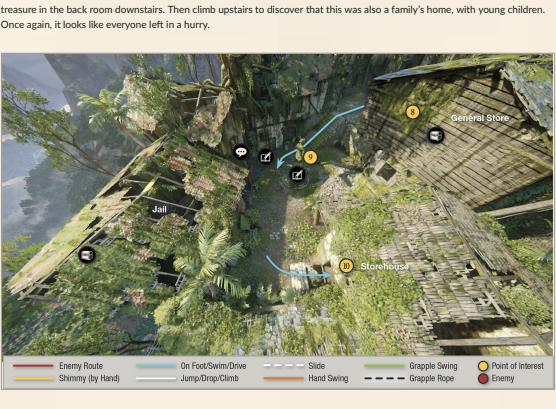


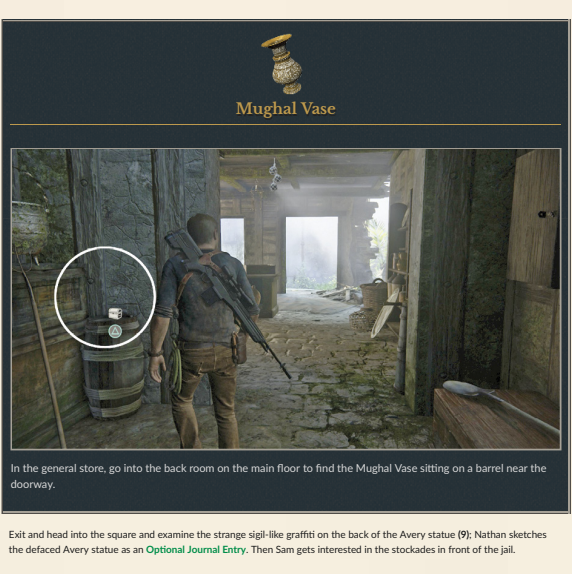
Fig. 14-5. Examine this monument to a piratical Code of Conduct.

General Store/Jail

Continue through town, looping around the next building **(8)** and then entering it. This was the town's general store. Find a treasure in the back room downstairs. Then climb upstairs to discover that this was also a family's home, with young children. Once again, it looks like everyone left in a hurry.



Mughal Vase



In the general store, go into the back room on the main floor to find the Mughal Vase sitting on a barrel near the doorway.

Exit and head into the square and examine the strange sigil-like graffiti on the back of the Avery statue **(9)**. Nathan sketches the defaced Avery statue as an Optional Journal Entry. Then Sam gets interested in the stockades in front of the jail.

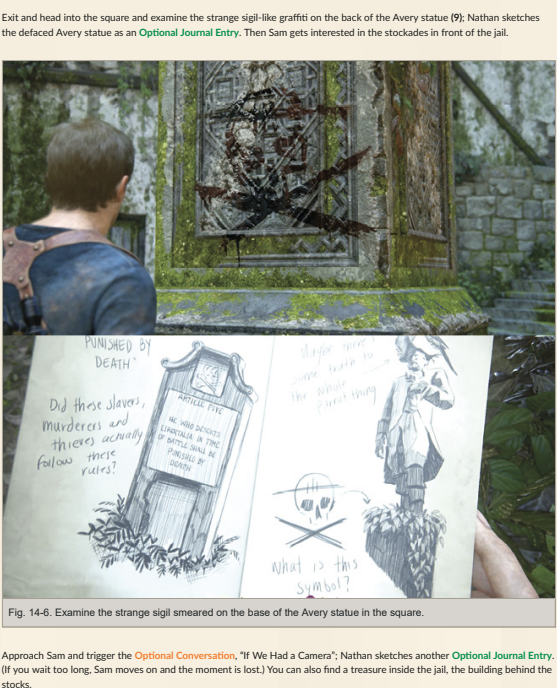


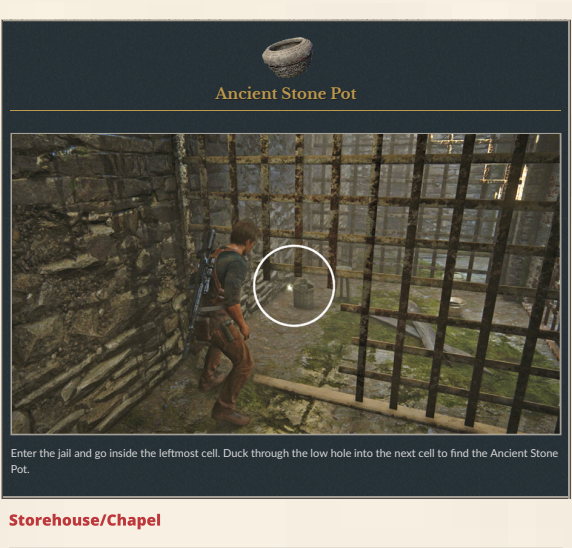
Fig. 14-6. Examine the strange sigil smeared on the base of the Avery statue in the square.

Approach Sam and trigger the Optional Conversation, "If We Had a Camera"; Nathan sketches another Optional Journal Entry. (If you wait too long, Sam moves on and the moment is lost.) You can also find a treasure inside the jail, the building behind the stocks.

NICE DRAWING, NATE

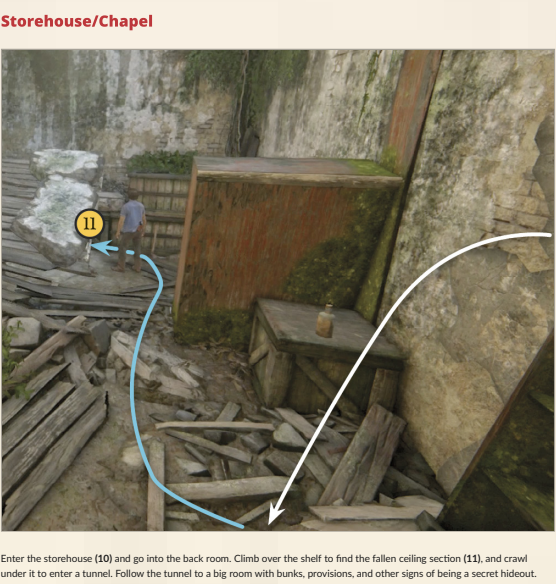
Fig. 14-7. Talk to Sam while he's in the stockade; Nathan makes this journal sketch.

Ancient Stone Pot



Enter the jail and go inside the leftmost cell. Duck through the low hole into the next cell to find the Ancient Stone Pot.

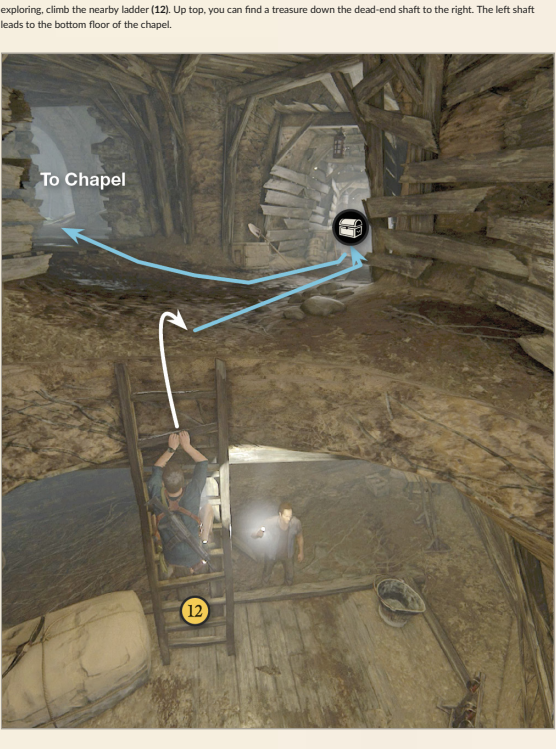
Storehouse/Chapel



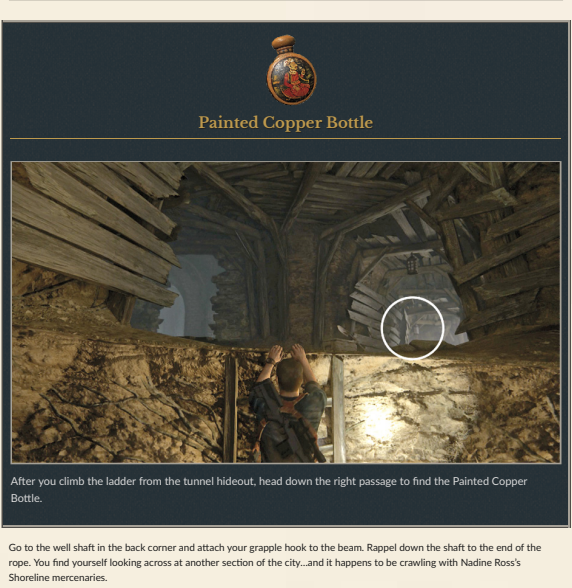
Enter the storehouse **(10)** and go into the back room. Climb over the shelf to find the fallen ceiling section **(11)**, and crawl under it to enter a tunnel. Follow the tunnel to a big room with bunks, provisions, and other signs of being a secret hideout. Examine the wall map of the commercial district, including the treasury and guard tower.

Fig. 14-8. Explore the tunnel and hideout to find this crude schematic of the commercial district.

Examine the wall graffiti to get more musings from Nathan and Sam: Was this a secret society? Rebels? When you're done exploring, climb the nearby ladder **(12)**. Up top, you can find a treasure down the dead-end shaft to the right. The left shaft leads to the bottom floor of the chapel.



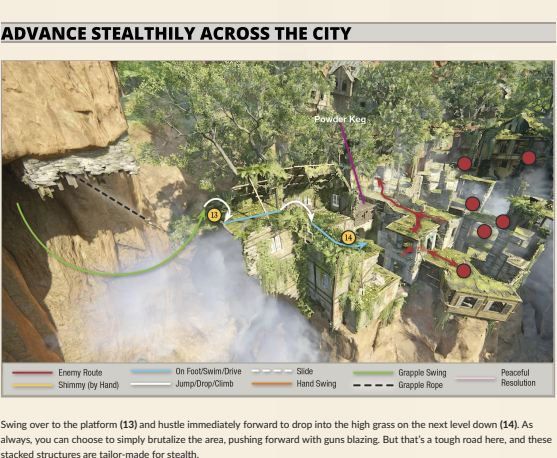
Painted Copper Bottle



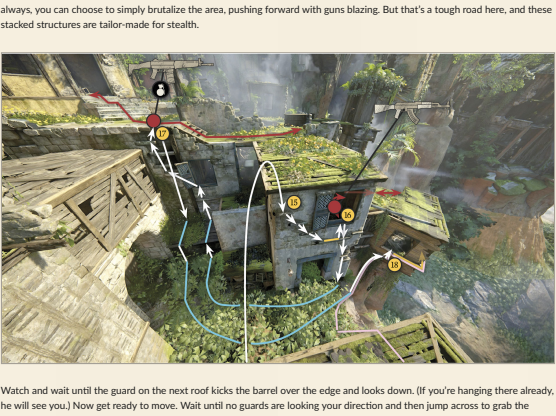
After you climb the ladder from the tunnel hideout, head down the right passage to find the Painted Copper Bottle.

Go to the well shaft in the back corner and attach your grapple hook to the beam. Rappel down the shaft to the end of the rope. You find yourself looking across at another section of the city…and it happens to be crawling with Nadine Ross's Shoreline mercenaries.

ADVANCE STEALTHILY ACROSS THE CITY



Swing over to the platform **(13)** and hustle immediately forward to drop into the high grass on the next level down **(14)**. As always, you can choose to simply brutalize the area, pushing forward with guns blazing. But that's a tough road here, and these stacked structures are tailor-made for stealth.



Watch and wait until the guard on the next roof kicks the barrel over the edge and looks down. (If you're hanging there already, he will see you.) Now get ready to move. Wait until no guards are looking your direction and then jump across to grab the building handholds **(15)** just left of the window. Climb rightward to hang from the windowsill **(16)**. When the guard inside comes to the window, pull him down! Drop to the bushes and hurry around the building's left side, hiding in the bushes there.

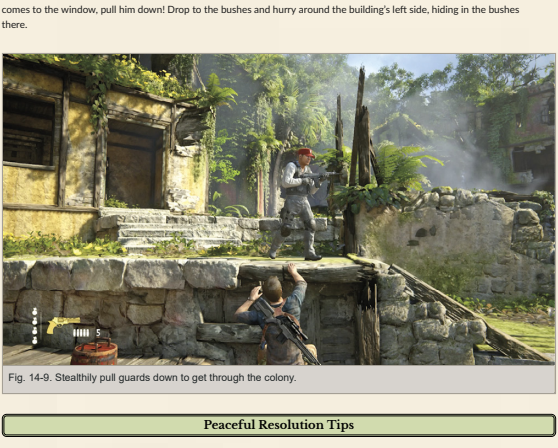


Fig. 14-9. Stealthily pull guards down to get through the colony.

Peaceful Resolution Tips

To get through this area without attacking foes, try following our route as it moves along the stealthy areas, starting with the leap down to the tall grass after the soldier kicks the barrel off the rooftop and looks over. Head right to the windowsill **(18)** and don't attack anyone. Move through the area using the map's outer right edges.

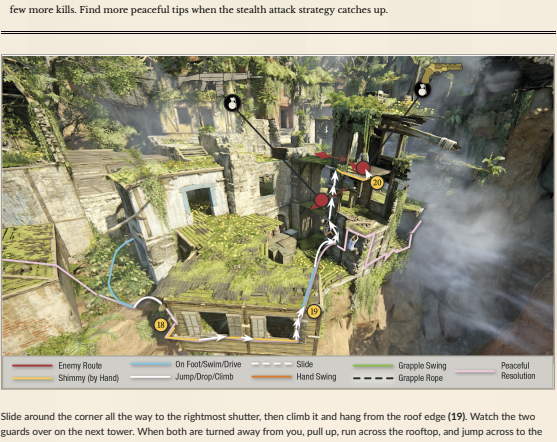
Next, carefully climb the wall ahead, waiting until the guard patrolling above you on the sidewalk passes by on his way to the left. Climb the left side of the window (using its shutter) and hang from the sidewalk above **(17)**. When the guard passes heading rightward again, pull him down! That's two gone. (Note: If you miss him, climb back down or he may see you when he pivots and patrols right to left again.) Drop to the ground and double back the way you came. Jump across to the brown shack **(18)** and hang from the windowsill.

Trophy: I Accidentally All The Weapons

If you are trying to achieve this trophy (using all the weapons in the game), you can find the first occurrence of a Powder Keg in this area. See the **Powder Keg (New Weapon)** to your left on a slightly lower ledge while you're hanging from the steps to pull down guard **(17)**. Getting a kill to count for the trophy from the Powder Keg or the Propane Tank is not as easy as you may think. You must pick it up and defeat an enemy with it using melee, or throw it and shoot it to get an explosion kill—you can't just shoot one to explode it when enemies are nearby to have it count.

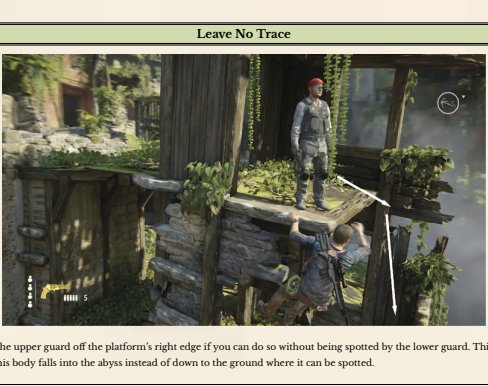
Peaceful Resolution Tips

While following the same route as our stealth attack strategy, shimmy along the house's rightmost side. When the coast is clear, jump from the rooftop **(19)** to the watchtower. This is where the routes differ. The peaceful resolution route moves along the right edge of the map, while the attack strategy will return here to do the same thing after a few more kills. Find more peaceful tips when the stealth attack strategy catches up.

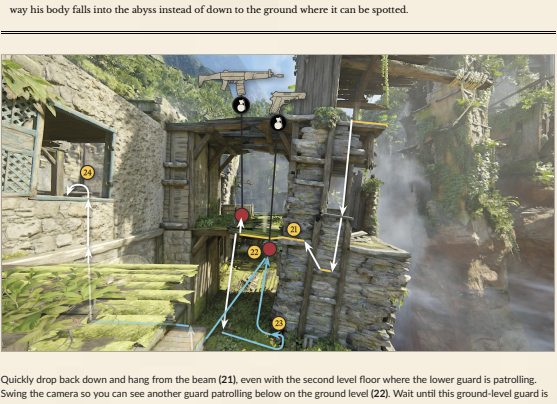


Slide around the corner all the way to the rightmost shutter, then climb it and hang from the roof edge **(19)**. Watch the two guards over on the next tower. When both are turned away from you, pull up, run across the rooftop, and jump across to the tower. Climb up and shimmy rightward until you're underneath the upper guard **(20)**. Wait until the lower guard turns away, then pull down the upper guard!

Leave No Trace

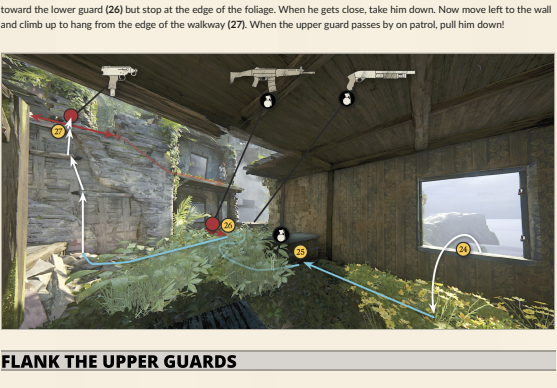


Pull the upper guard off the platform's right edge if you can do so without being spotted by the lower guard. This way his body falls into the abyss instead of down to the ground where it can be spotted.

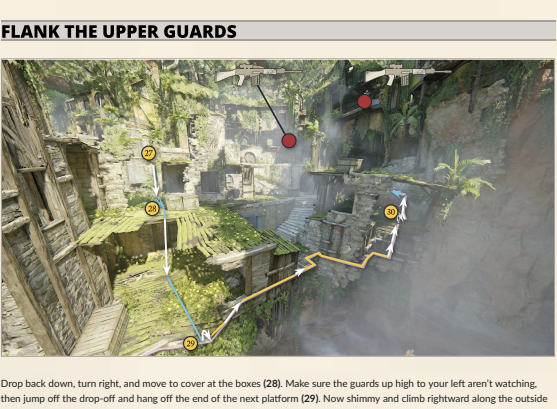


Quickly drop back down and hang from the beam **(21)**, even with the second level floor where the lower guard is patrolling. Swing the camera so you can see another guard patrolling below on the ground level **(22)**. Wait until this ground-level guard is moving away from you, then shimmy across the beam and pull down the guard just above you. Quickly drop down and take cover at the right side of the door **(23)**. When the ground-level guard reappears, wait until he turns away, then sneak up behind him for a stealth takedown. Come back through the doorway and climb to the upper window **(24)**.

Pull up through the window, turn right, and quickly roll to cover behind the crate **(25)**. From here, observe the two guards ahead, one up high and one in the hut below. When the upper guard strolls away to the left, creep through the high grass toward the lower guard **(26)** but stop at the edge of the foliage. When he gets close, take him down. Now move left to the wall and climb up to hang from the edge of the walkway **(27)**. When the upper guard passes by on patrol, pull him down!



FLANK THE UPPER GUARDS



Drop back down, turn right, and move to cover at the boxes **(28)**. Make sure the guards up high to your left aren't watching, then jump off the drop-off and hang off the end of the next platform **(29)**. Now shimmy and climb rightward along the outside edge of the structures until you reach the enclosure at the end **(30)** filled with high plants for cover.

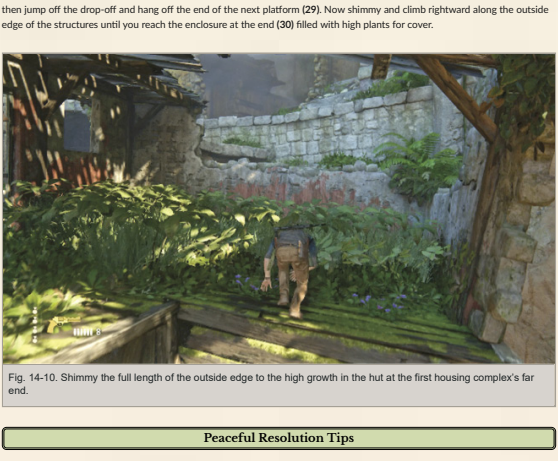
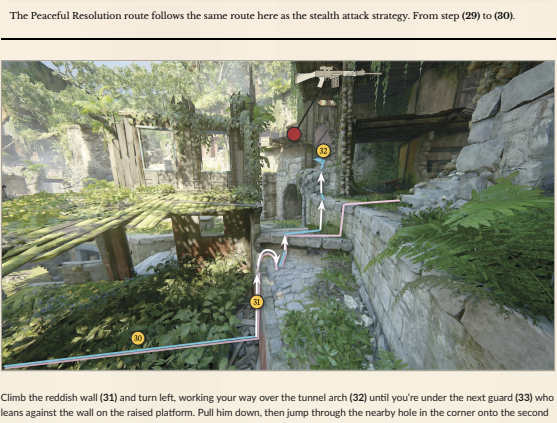


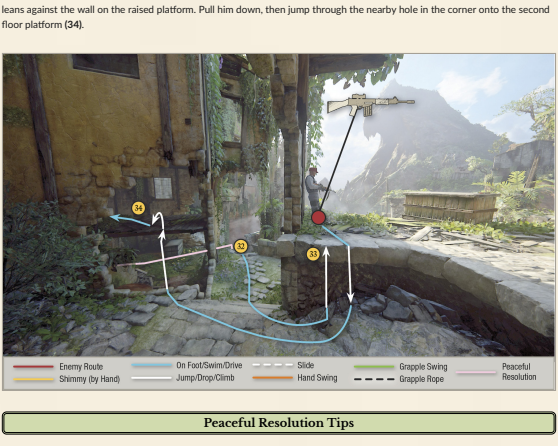
Fig. 14-10. Shimmy the full length of the outside edge to the high growth in the hut at the first housing complex's far end.

Peaceful Resolution Tips

The Peaceful Resolution route follows the same route here as the stealth attack strategy. From step **(29)** to **(30)**.

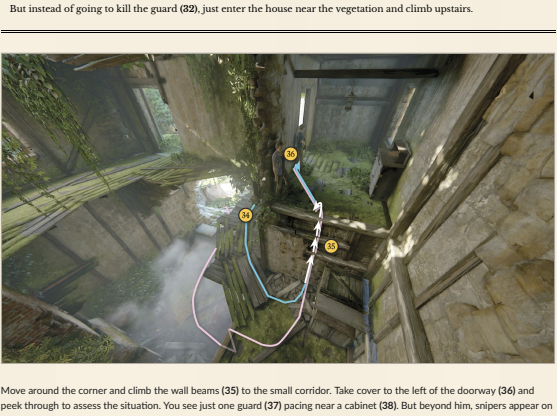


Climb the reddish wall **(31)** and turn left, working your way over the tunnel arch **(32)** until you're under the next guard **(33)** who leans against the wall on the raised platform. Pull him down, then jump through the nearby hole in the corner onto the second floor platform **(34)**.

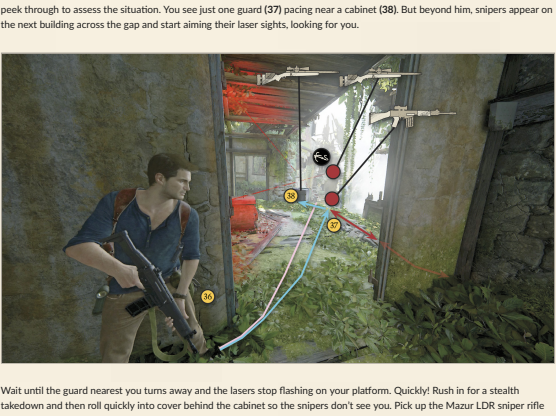


Peaceful Resolution Tips

The Peaceful Resolution route almost follows the same route here as the stealth attack strategy, from step **(30)** to **(31)**. But instead of going to kill the guard **(32)**, just enter the house near the vegetation and climb upstairs.



Move around the corner and climb the wall beams **(35)** to the small corridor. Take cover to the left of the doorway **(36)** and peek through to assess the situation. You see just one guard **(37)** pacing near a cabinet **(38)**. But beyond him, snipers appear on the next building across the gap and start aiming their laser sights, looking for you.

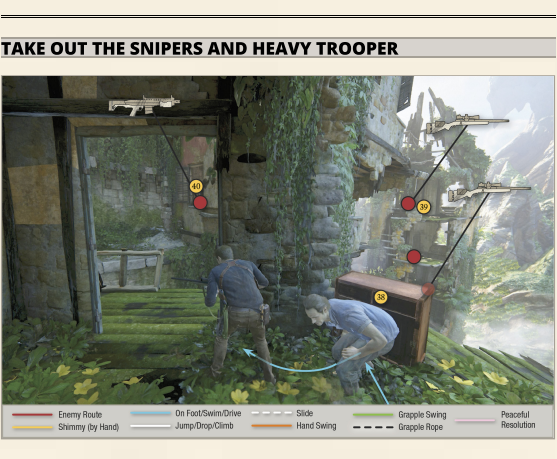


Wait until the guard nearest you turns away and the lasers stop flashing on your platform. Quickly! Rush in for a stealth takedown and then roll quickly into cover behind the cabinet so the snipers don't see you. Pick up the Mazur LDR sniper rifle sitting atop the cabinet. Before you shoot anyone though, read the next section.

Peaceful Resolution Tips

The Peaceful Resolution route follows the same route here as the stealth attack strategy. Climb to the broken stairwell and then up the short wall **(35)** and take cover behind the doorway **(36)** on the top floor. When the guard on your floor is clear of your sprint to the first grapple hook, run, jump, and grapple swing. This is when you break stealth and enemies start shooting. You are going to perform a double grapple maneuver…

TAKE OUT THE SNIPERS AND HEAVY TROOPER



CRUSHING SNIPERS

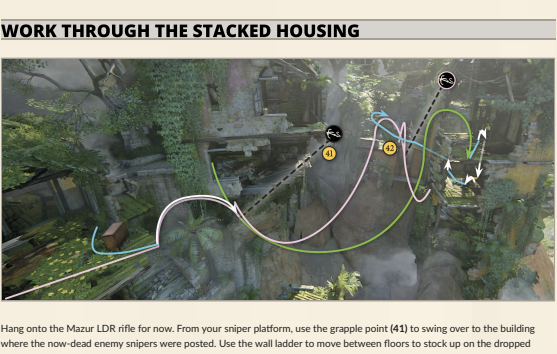
The snipers at **(39)** are armored when playing on Crushing.

Over on the next building, the snipers **(39)** are posted on the top and bottom floors; sometimes a standard rifleman is on the middle floor too. But the moment you shoot any one of these gunmen, a heavily armored, shotgun-toting trooper suddenly advances directly at your position from the house between the snipers' and yours.

So here's a good tactic: Nail the sniper on the top floor, then immediately slide leftward to the doorway and aim your sniper scope at that window **(40)** across the gap. The moment the heavy trooper appears in the window, shoot him twice—once to knock off his helmet, and then again to weaken or kill him. (If the second hit is a headshot, he goes down.) If you miss and the heavy trooper is still advancing, quickly switch to your sidearm to finish him off. Then switch back to your Mazur LDR, get in cover behind the cabinet again, and pick off the other riflemen on the far building.

Fig. 14-11. Be ready for this heavy armored trooper to rush your position once you open fire on the snipers.

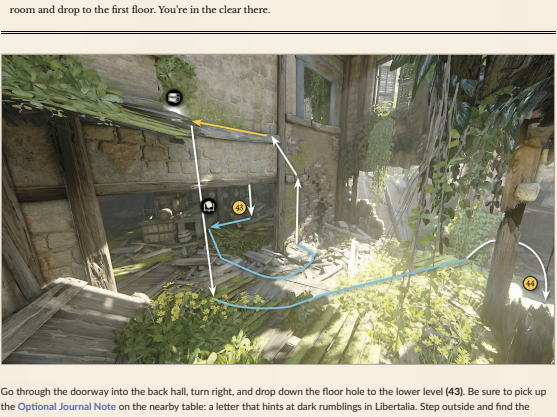
WORK THROUGH THE STACKED HOUSING



Hang onto the Mazur LDR rifle for now. From your sniper platform, use the grapple point **(41)** to swing over to the building where the now-dead enemy snipers were posted. Use the wall ladder to move between floors to stock up on the dropped sniper ammo. Then crawl through the exit window and cross the mossy plank bridge **(42)**.

Peaceful Resolution Tips

The Peaceful Resolution route has you double grappling through enemy gunfire. Leap out of the house, hook the first grapple **(41)**, and swing toward the next house **(42)**, avoiding the sniper tower. Leap from the first rope when you've reached a height just about equal to the sniper on the top floor of the sniper tower. Then release from the first rope and throw the hook at the second grapple point. Swing the rest of the short distance to the floor of the next house where a soldier patrols **(42)**. Drop from a hanging position and roll past the guard. Run and roll into the back room and drop to the first floor. You're in the clear there.



Go through the doorway into the back hall, turn right, and drop down the floor hole to the lower level **(43)**. Be sure to pick up the Optional Journal Note on the nearby table: a letter that hints at dark rumblings in Libertalia. Step outside and find the treasure on the roof. Then jump across the big gap to the lower floor of the next building **(44)**.

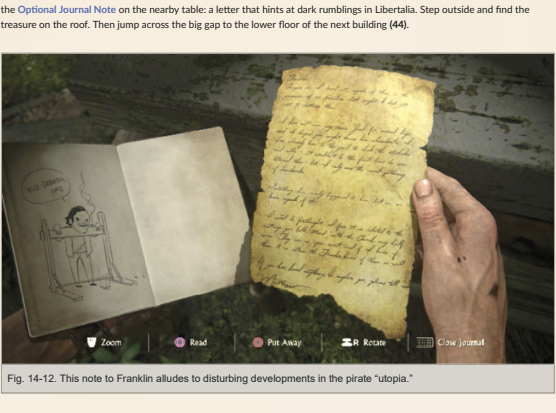
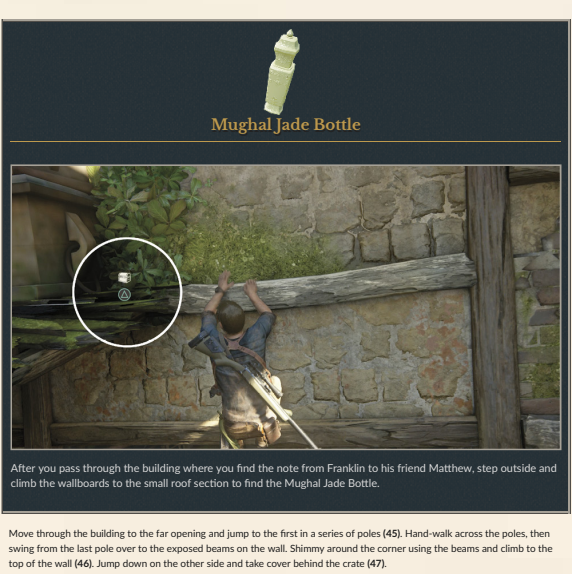


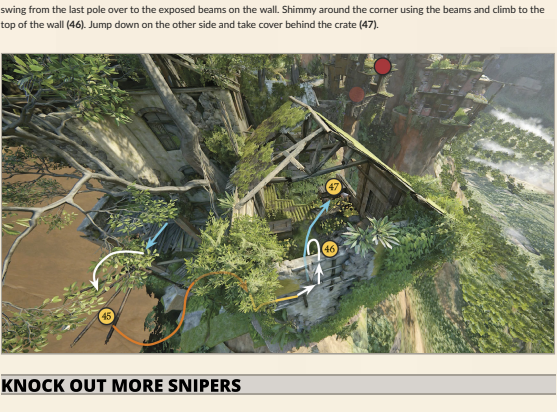
Fig. 14-12. This note to Franklin alludes to disturbing developments in the pirate "utopia."

Mughal Jade Bottle

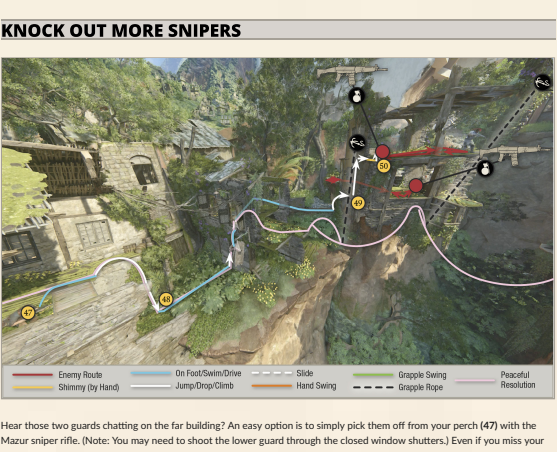


After you pass through the building where you find the note from Franklin to his friend Matthew, step outside and climb the wallboards to the small roof section to find the Mughal Jade Bottle.

Move through the building to the far opening and jump to the first in a series of poles **(45)**. Hand-walk across the poles, then swing from the last pole over to the exposed beams on the wall. Shimmy around the corner using the beams and climb to the top of the wall **(46)**. Jump down on the other side and take cover behind the crate **(47)**.



KNOCK OUT MORE SNIPERS



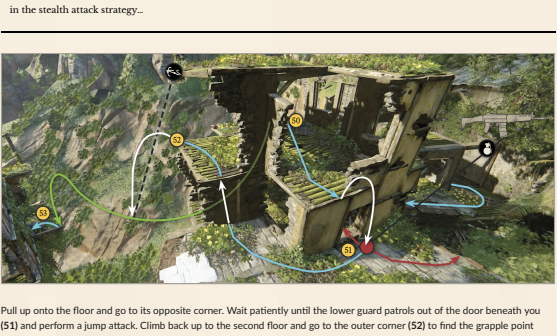
Hear those two guards chatting on the far building? An easy option is to simply pick them off from your perch **(47)** with the Mazur sniper rifle. (Note: You may need to shoot the lower guard through the closed window shutters.) Even if you miss your first shots and they fight back, they won't alert other forces up ahead. But you can also try for stealth takedowns on both.

Fig. 14-13. You can reach the next sniper pair for stealth takedowns. But you can just snipe them too, if you want.

Hop down below **(48)** and work your way through the plentiful high foliage to the building where the guards are posted. Look up and sling your hook at the grapple point and dangle by the side of the building **(49)**. Climb the rope and grab the edge of the floor. Then slide under the guard **(50)** and pull him over the edge.

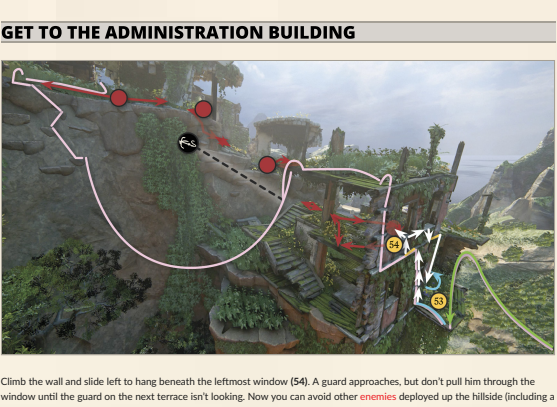
Peaceful Resolution Tips

To avoid the enemies in this area, drop out of the house **(47)** and enter the next through the window, following the tall grass for cover. Head up the stairs to the second floor and instead of following the stealth attack route, head right and run off the end of the second floor toward the gorge. Grapple hook and swing from the first grapple, then release and use the second grapple to bypass the guards completely. You'll land on the side of the next house as you would in the stealth attack strategy…



Pull up onto the floor and go to its opposite corner. Wait patiently until the lower guard patrols out of the door beneath you **(51)** and perform a jump attack. Climb back up to the second floor and go to the outer corner **(52)** to find the grapple point above you. Use it to swing across to the flower-covered balcony **(53)** of the next building. This spawns a new enemy deployment ahead.

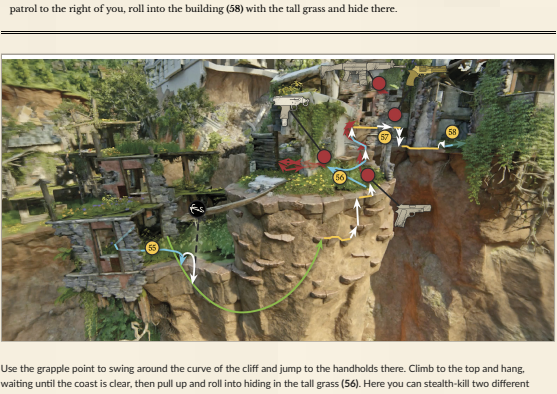
GET TO THE ADMINISTRATION BUILDING



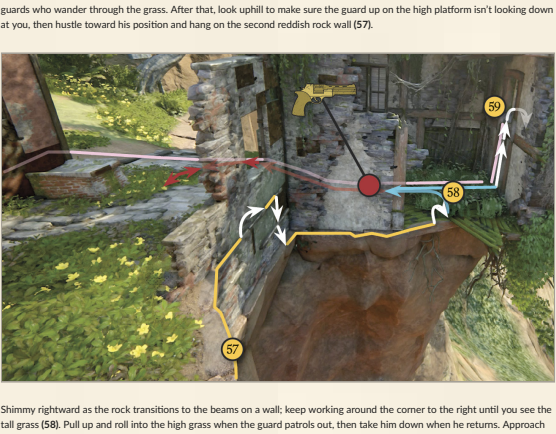
Climb the wall and slide left to hang beneath the leftmost window **(54)**. A guard approaches, but don't pull him through the window until the guard on the next terrace isn't looking. Now you can avoid other enemies deployed up the hillside (including a nasty heavy trooper at the top) by shimmying back to the right, dropping to the flowered balcony again, and then creeping to the right through the high grass **(55)** until you spot the grapple point above.

Peaceful Resolution Tips

After the double grapple from the tower with two guards, land on the next house **(53)** as you would with the stealth attack strategy. Instead of pulling the guard out of the window **(54)**, continue to the tall grass on the rooftop and then, when the guard on the top of the next cliff is not looking, leap and grapple to the side of the cliff. Climb up and hang from the top leftmost ledge until this guard turns to walk away. Follow the tall grass while hugging the left wall until you reach an open doorway in a small shack. When the guard on the walkway outside this shack is at the end of his patrol to the right of you, roll into the building **(58)** with the tall grass and hide there.



Use the grapple point to swing around the curve of the cliff and jump to the handholds there. Climb to the top and hang, waiting until the coast is clear, then pull up and roll into hiding in the tall grass **(56)**. Here you can stealth-kill two different guards who wander through the grass. After that, look uphill to make sure the guard up on the high platform isn't looking down at you, then hustle toward his position and hang on the second reddish rock wall **(57)**.



Shimmy rightward as the rock transitions to the beams on a wall; keep working around the corner to the right until you see the tall grass **(58)**. Pull up and roll into the high grass when the guard patrols out, then take him down when he returns. Approach the broken ladder **(59)** and press △ to boost Sam up to it. Then jump up to grab Sam's hand; he pulls Nathan up.

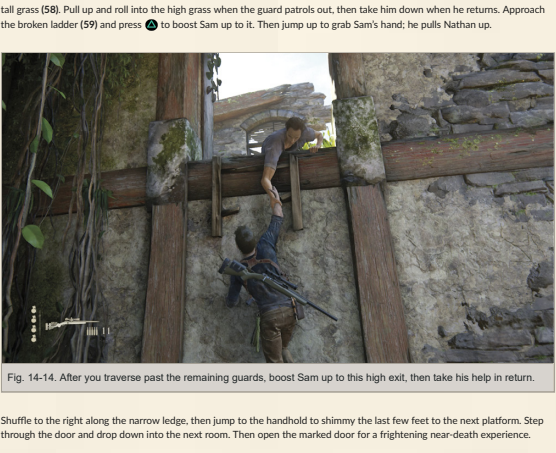


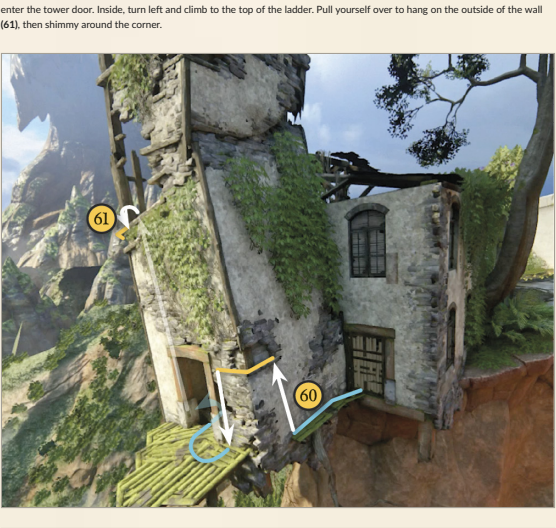
Fig. 14-14. After you traverse past the remaining guards, boost Sam up to this high exit, then take his help in return.

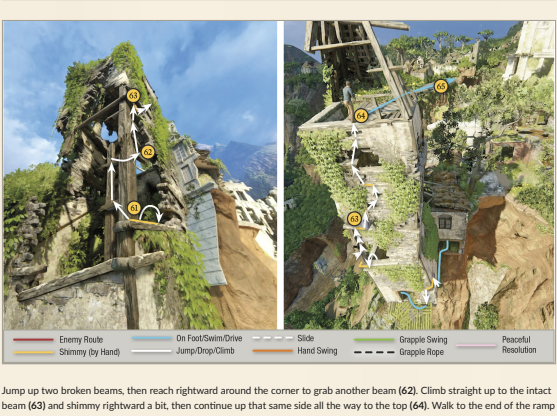
Shuffle to the right along the narrow ledge, then jump to the handhold to shimmy the last few feet to the next platform. Step through the door and drop down into the next room. Then open the marked door for a frightening near-death experience.

Peaceful Resolution Tips

When the guard armed with the Barok .44 walks away from you, leave the shack on the left and run and roll into the house **(58)** with the tall grass and hide there until no guards are looking. Sam may kill the guard that enters, but that's okay; you can still achieve the trophy if Sam kills someone. Give Sam a boost up to the open door **(59)** and then he'll help you up. That guard was the last between here and the treasury, where you will receive the trophy!

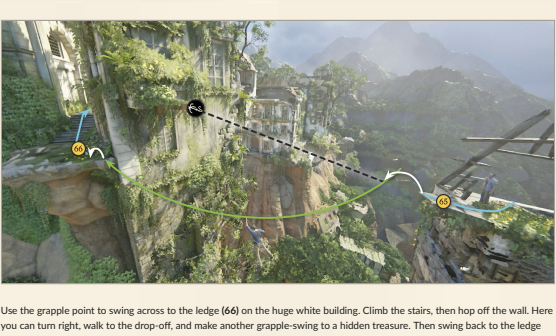
After the door falls, traverse to the narrow ledge's end **(60)**, then jump to grab the beam above. Shimmy around the corner and enter the tower door. Inside, turn left and climb to the top of the ladder. Pull yourself over to hang on the outside of the wall **(61)**, then shimmy around the corner.



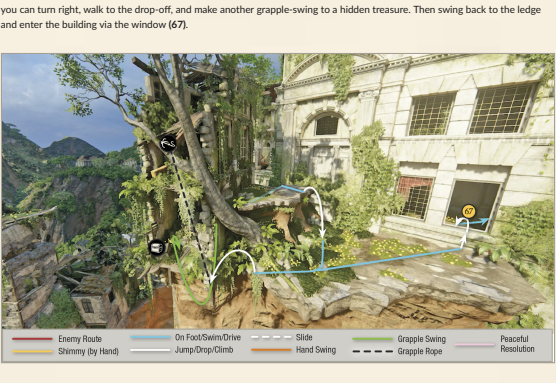


Jump up two broken beams, then reach rightward around the corner to grab another beam **(62)**. Climb straight up to the intact beam **(63)** and shimmy rightward a bit, then continue up that same side all the way to the top **(64)**. Walk to the end of the ramp **(65)**.

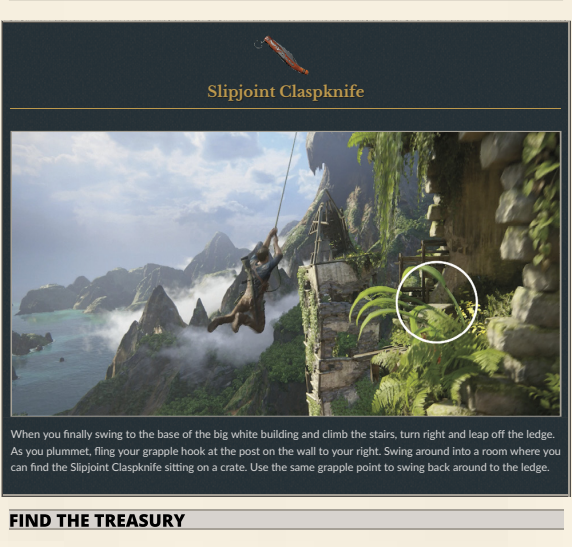
Fig. 14-15. That's a really big building over there. Could it be the Libertalia treasury?



Use the grapple point to swing across to the ledge **(66)** on the huge white building. Climb the stairs, then hop off the wall. Here you can turn right, walk to the drop-off, and make another grapple-swing to a hidden treasure. Then swing back to the ledge and enter the building via the window **(67)**.

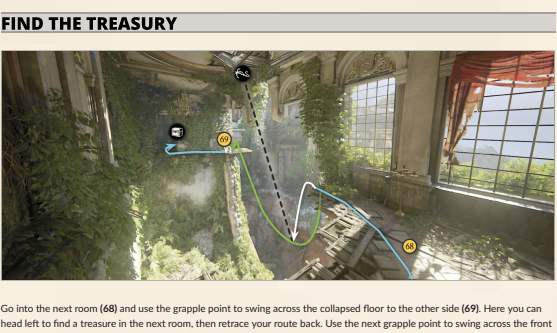


Slipjoint Claspknife

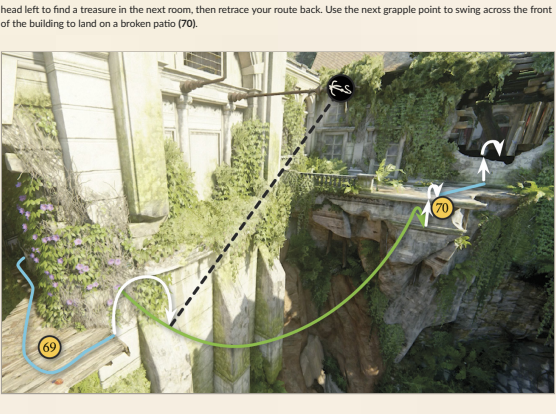


When you finally swing to the base of the big white building and climb the stairs, turn right and leap off the ledge. As you plummet, fling your grapple hook at the post on the wall to your right. Swing around into a room where you can find the Slipjoint Claspknife sitting on a crate. Use the same grapple point to swing back around to the ledge.

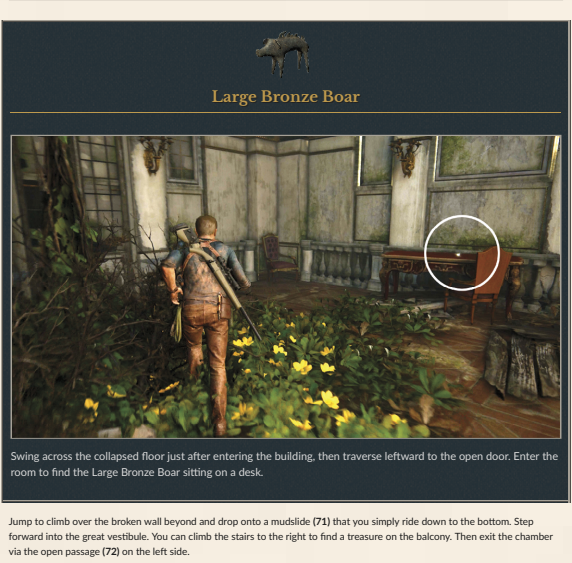
FIND THE TREASURY



Go into the next room **(68)** and use the grapple point to swing across the collapsed floor to the other side **(69)**. Here you can head left to find a treasure in the next room, then retrace your route back. Use the next grapple point to swing across the front of the building to land on a broken patio **(70)**.

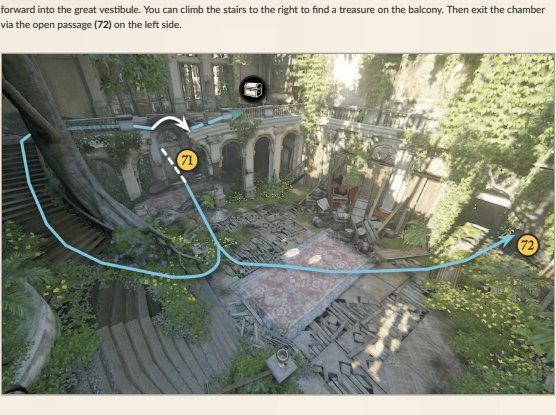


Large Bronze Boar

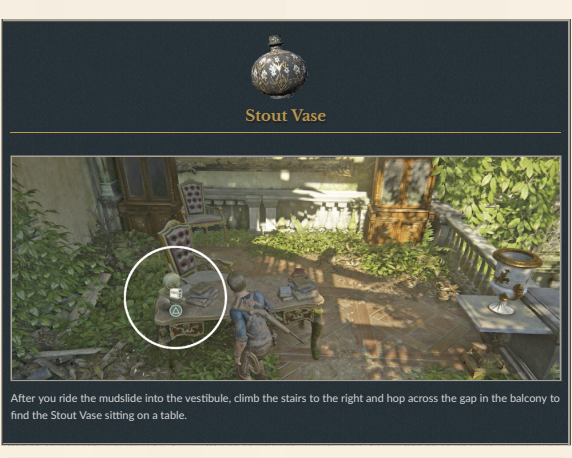


Swing across the collapsed floor just after entering the building, then traverse leftward to the open door. Enter the room to find the Large Bronze Boar sitting on a desk.

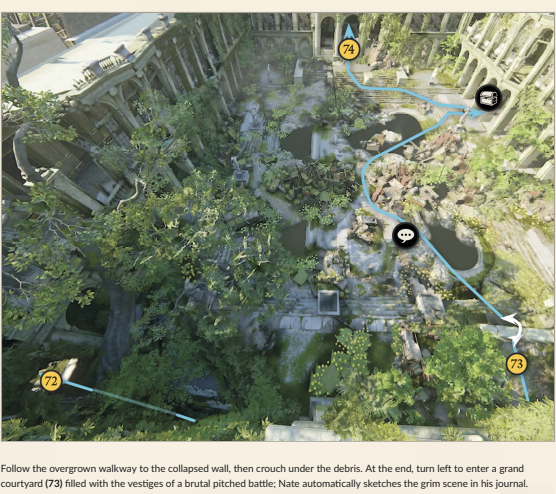
Jump to climb over the broken wall beyond and drop onto a mudslide **(71)** that you simply ride down to the bottom. Step forward into the great vestibule. You can climb the stairs to the right to find a treasure on the balcony. Then exit the chamber via the open passage **(72)** on the left side.



Stout Vase



After you ride the mudslide into the vestibule, climb the stairs to the right and hop across the gap in the balcony to find the Stout Vase sitting on a table.



Follow the overgrown walkway to the collapsed wall, then crouch under the debris. At the end, turn left to enter a grand courtyard **(73)** filled with the vestiges of a brutal pitched battle; Nate automatically sketches the grim scene in his journal. Approach Sam as he examines a nearby corpse and trigger the Optional Conversation, "Bodies are Dressed More Fancy." Explore a bit more if you want and don't miss the treasure over on the right side. Then proceed through the grand entry arch at the opposite end of the courtyard **(74)**.

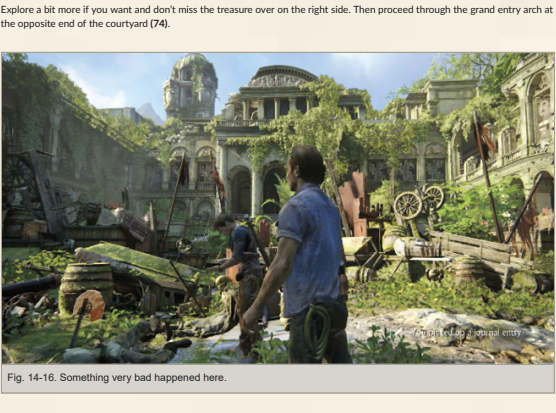
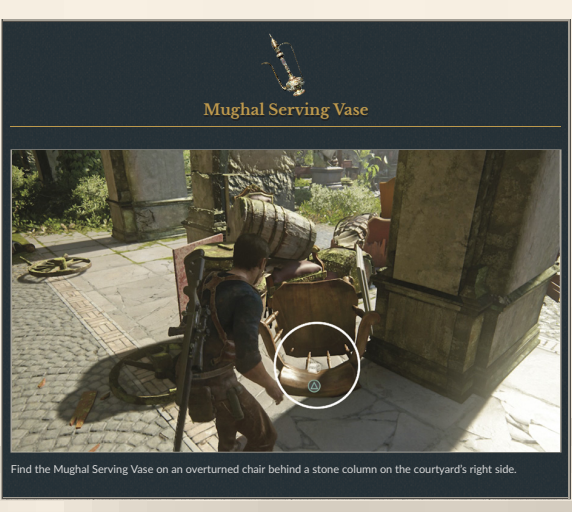
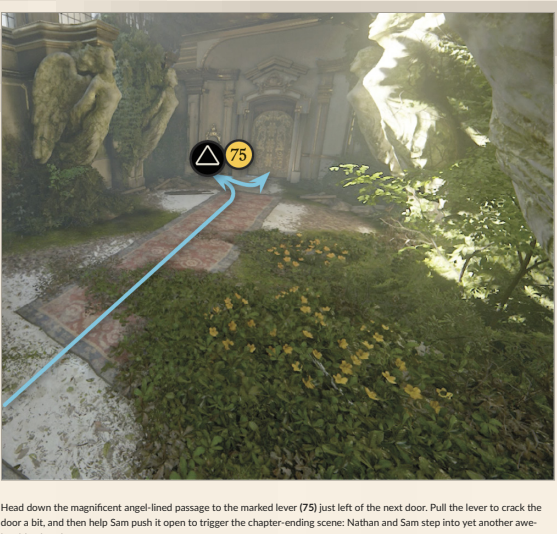


Fig. 14-16. Something very bad happened here.

Mughal Serving Vase



Find the Mughal Serving Vase on an overturned chair behind a stone column on the courtyard's right side.

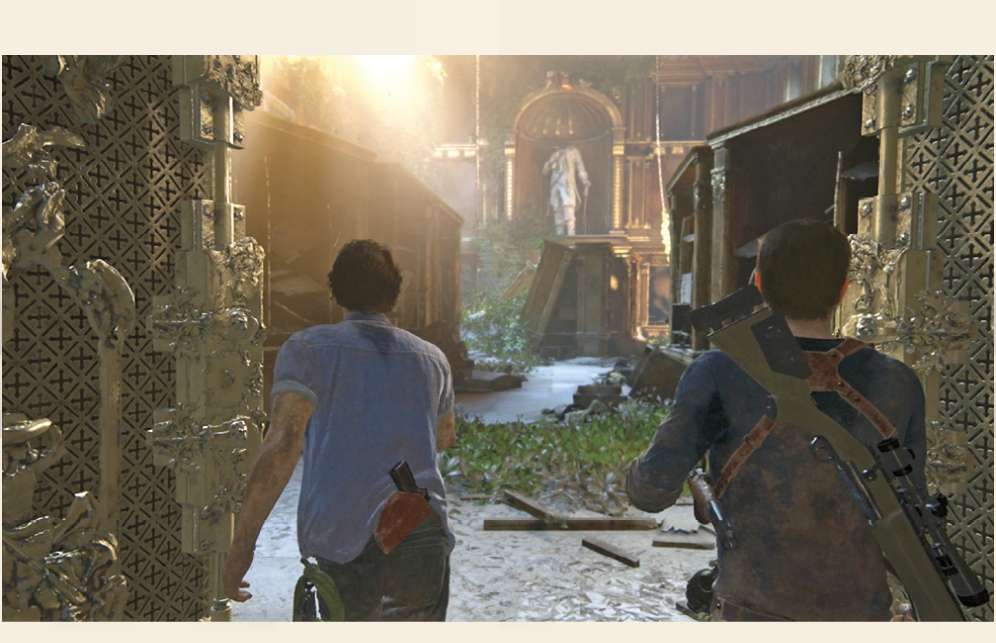


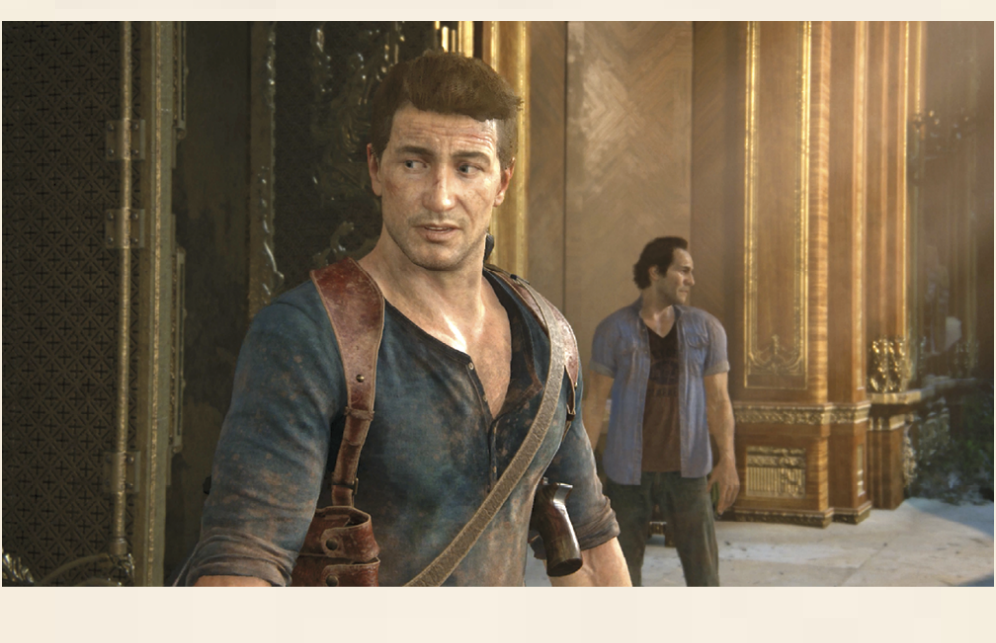
Head down the magnificent angel-lined passage to the marked lever **(75)** just left of the next door. Pull the lever to crack the door a bit, and then help Sam push it open to trigger the chapter-ending scene: Nathan and Sam step into yet another awe-inspiring interior space.

Story Walkthrough

Chapter 15: The Thieves of Libertalia

The Drake brothers have discovered Libertalia's grand treasury, once the repository of great riches but now empty and untouched for hundreds of years. With signs of violent upheaval everywhere, it's time to look for clues to what happened here.





Collectibles

Treasures: 1

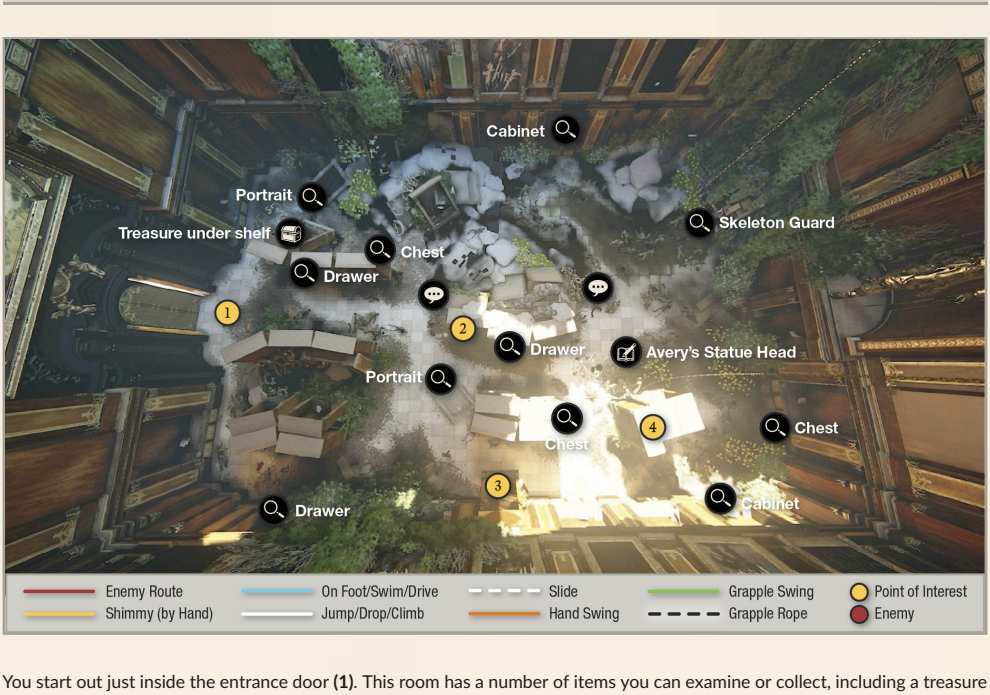
Trophy Completed: "Peaceful Resolution"

Optional Conversations: 2

Optional Journal Notes: 3

Optional Journal Entries: 1

EXPLORE THE TREASURY



You start out just inside the entrance door **(1)**. This room has a number of items you can examine or collect, including a treasure tucked under a tilted shelf near the entrance door. Our overhead map shot points out all searchable locations. You can find specific items in these locations, but the game places them in random drawers or cabinets, so you have to do some searching.

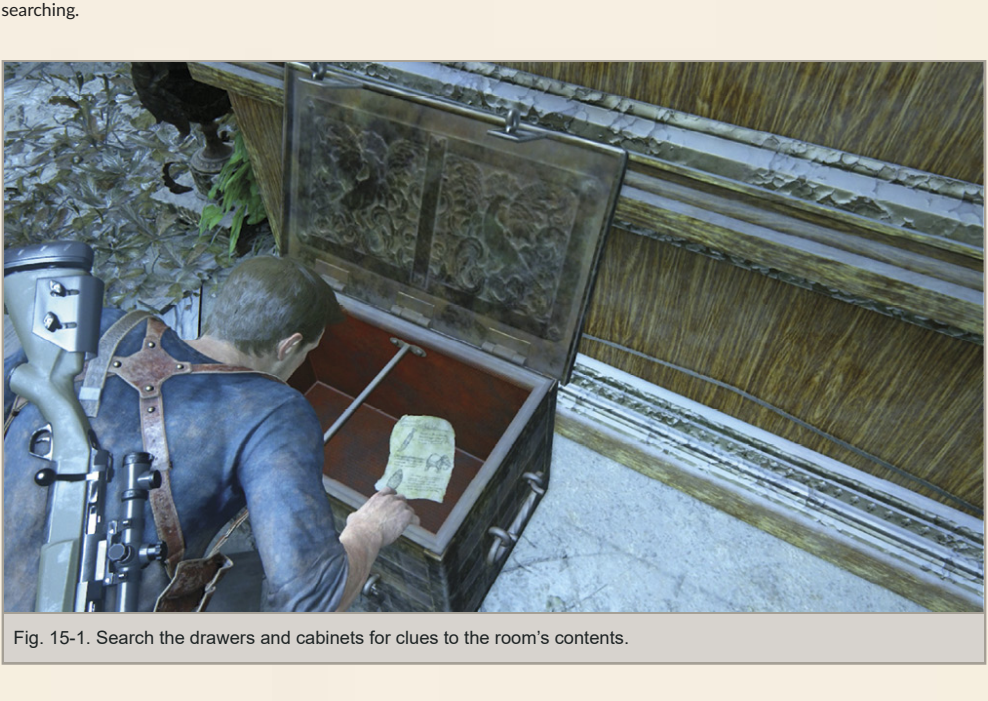
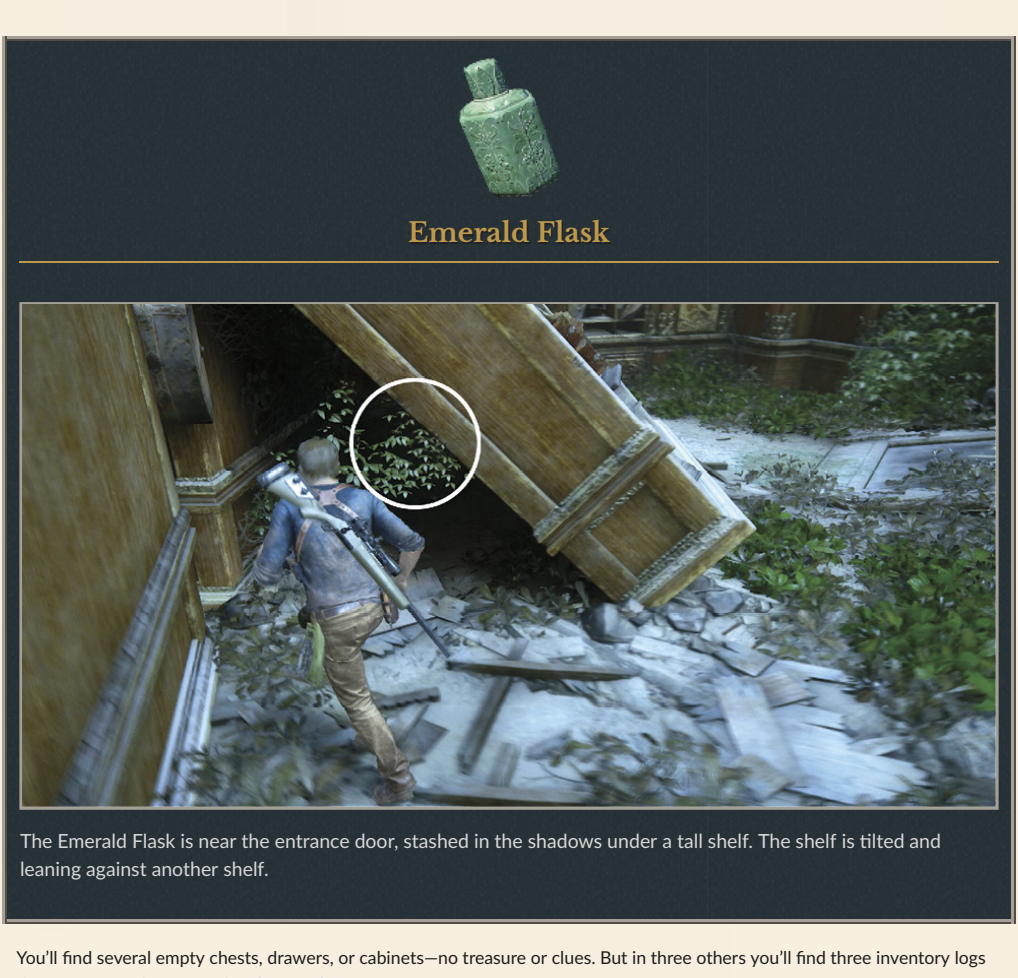


Fig. 15-1. Search the drawers and cabinets for clues to the room's contents.

Emerald Flask



The Emerald Flask is near the entrance door, stashed in the shadows under a tall shelf. The shelf is tilted and leaning against another shelf.

You'll find several empty chests, drawers, or cabinets—no treasure or clues. But in three others you'll find three inventory logs that you can gather as Optional Journal Notes:

- A ship's manifest for the *Destiny* found in the second drawer/cabinet that you inspect.
- A page of inventory sketches found in the second chest that you inspect.
- An inventory list found in the fourth drawer/cabinet that you inspect.

On the floor, look for two defaced portraits of Libertalia founders emblazoned with the word "THIEF." Examine the Avery statue head on the floor to add an Optional Journal Entry.

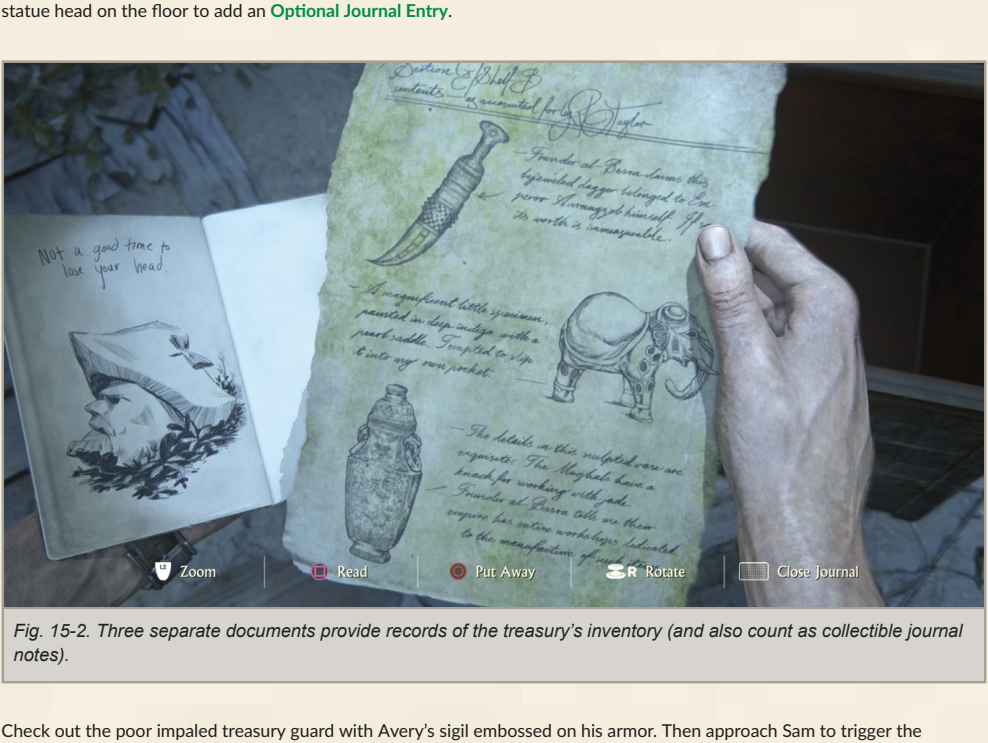


Fig. 15-2. Three separate documents provide records of the treasury's inventory (and also count as collectible journal notes).

Check out the poor impaled treasury guard with Avery's sigil embossed on his armor. Then approach Sam to trigger the Optional Conversation, "What The Hell Happened Here?"

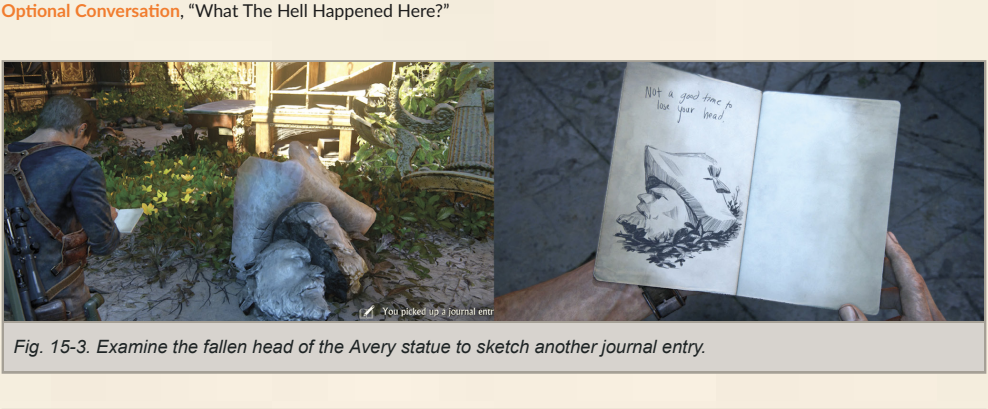


Fig. 15-3. Examine the fallen head of the Avery statue to sketch another journal entry.

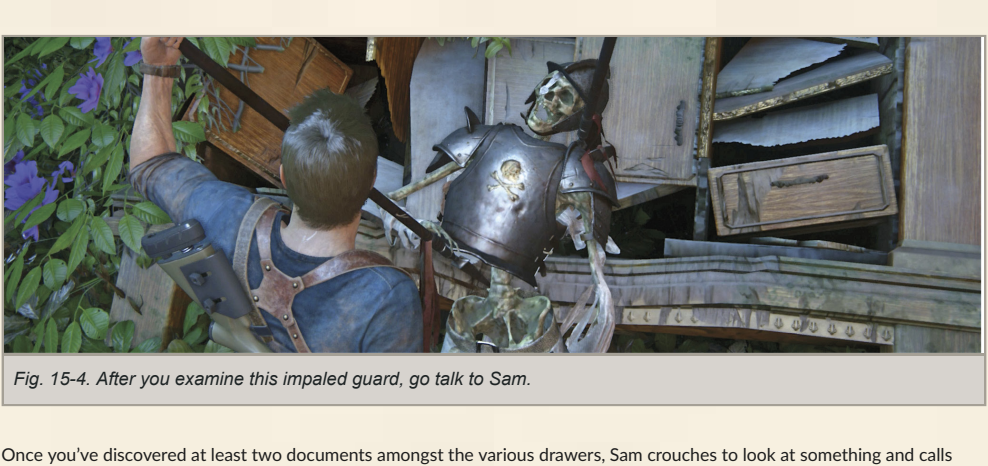


Fig. 15-4. After you examine this impaled guard, go talk to Sam.

Once you've discovered at least two documents amongst the various drawers, Sam crouches to look at something and calls Nathan over **(2)**. Approach Sam and talk to him. (Although this chat counts as a collectible Optional Conversation entitled "Libertalia Money," you must trigger it to proceed in the story.) The Drakes puzzle out what likely happened in this room 300 years ago. Then Sam spots a stunning ceiling map that reveals the existence of a seriously upscale neighborhood across the island.

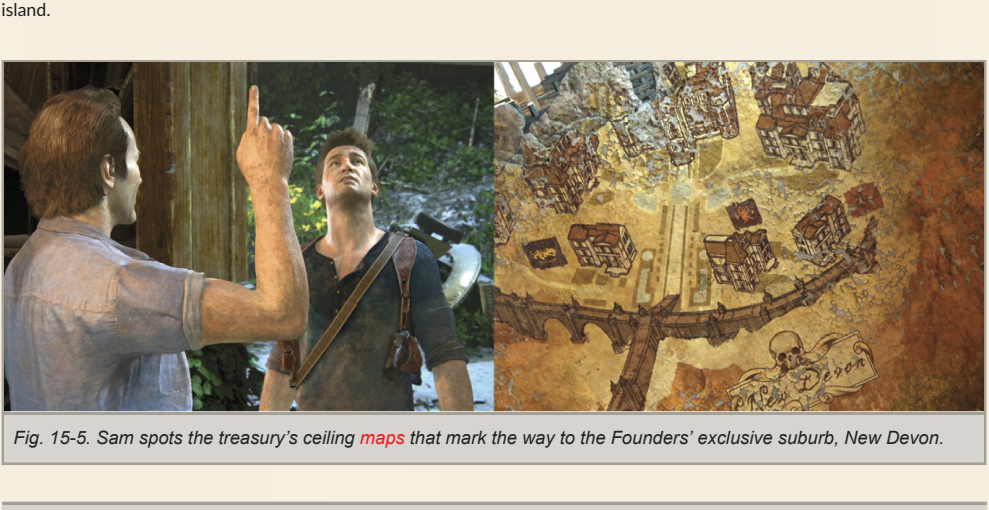
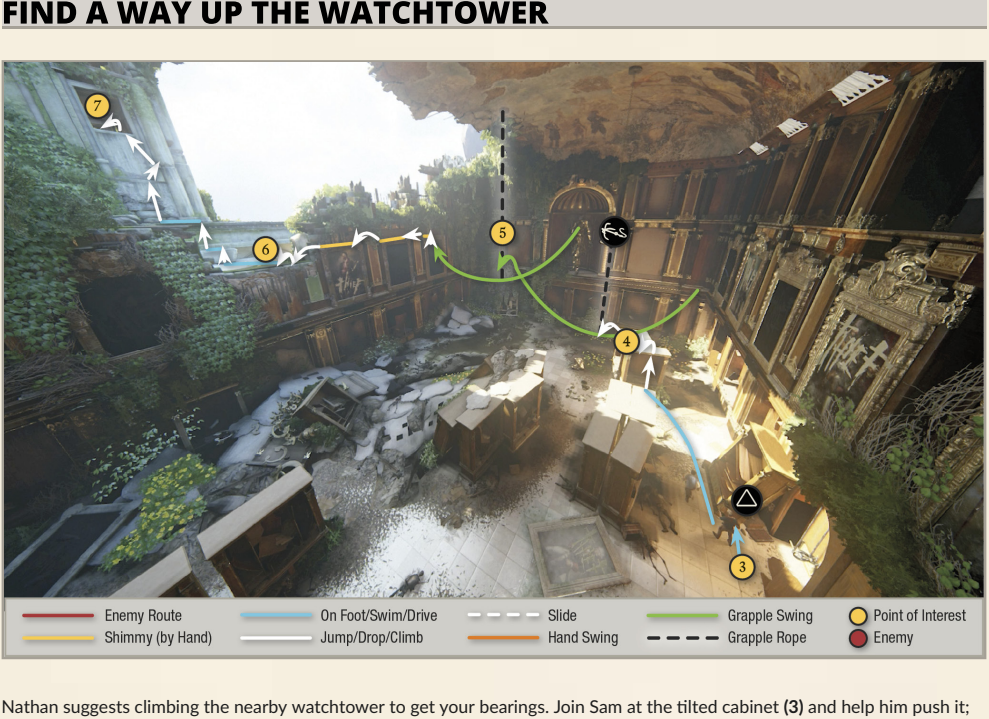


Fig. 15-5. Sam spots the treasury's ceiling maps that mark the way to the Founders' exclusive suburb, New Devon.

FIND A WAY UP THE WATCHTOWER



Nathan suggests climbing the nearby watchtower to get your bearings. Join Sam at the tilted cabinet **(3)** and help him push it; just move the left stick in the direction you want to push. It reveals a crank handle that Sam turns to raise the chandelier. Climb atop the nearby cabinet **(4)** (the one with its shelves still intact).

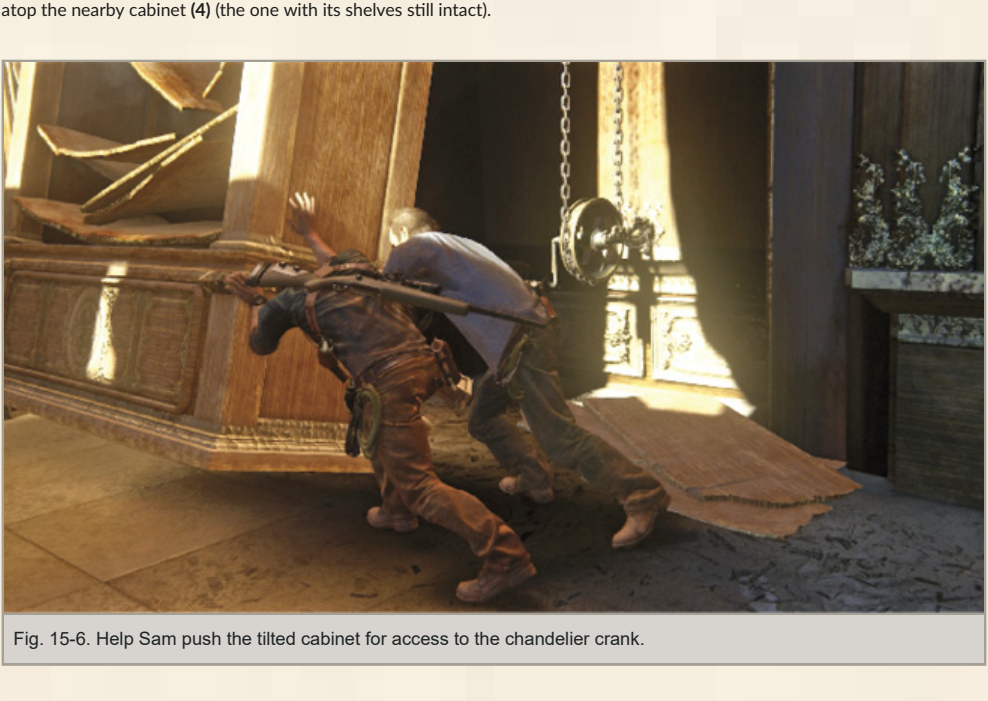


Fig. 15-6. Help Sam push the tilted cabinet for access to the chandelier crank.

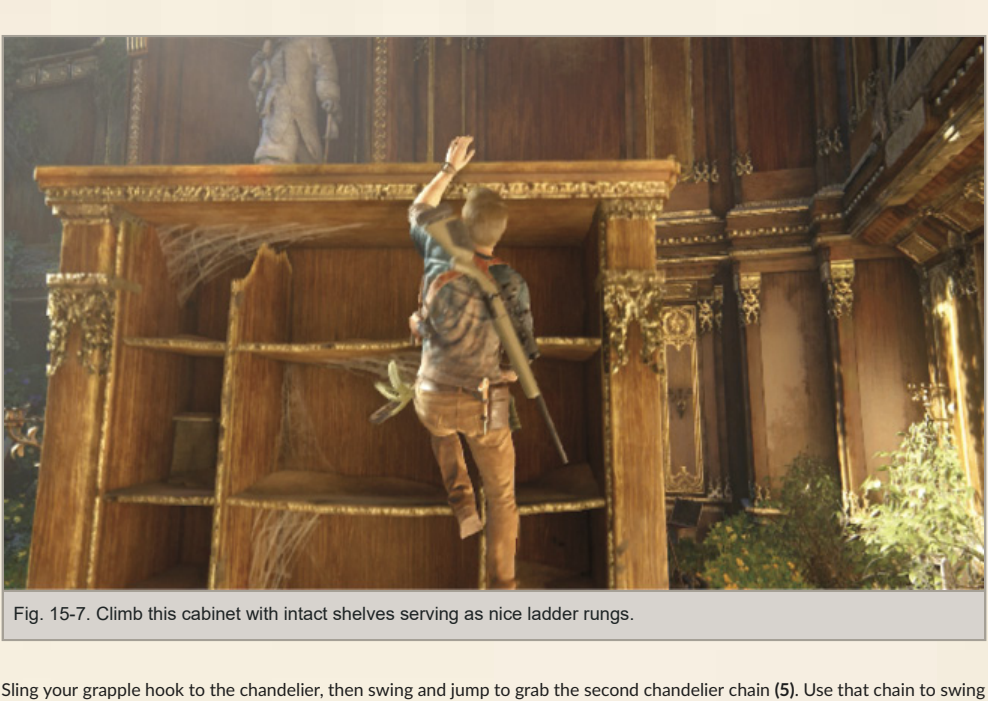


Fig. 15-7. Climb this cabinet with intact shelves serving as nice ladder rungs.

Sling your grapple hook to the chandelier, then swing and jump to grab the second chandelier chain **(5)**. Use that chain to swing to the Anne Bonny painting. Shimmy leftward across two other paintings until you reach the big hole **(6)** torn in the wall. Now you can climb up the ledges on the watchtower into the open window **(7)**.

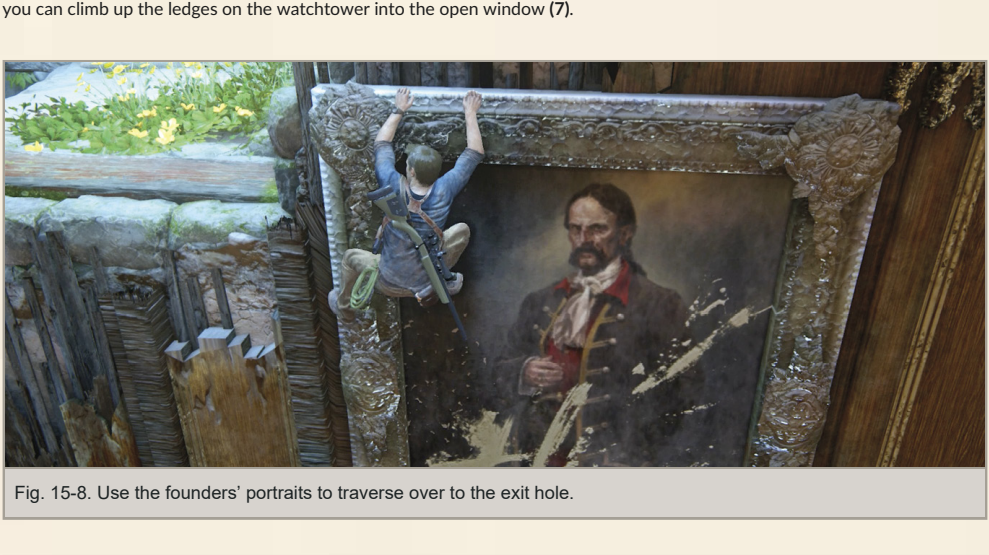
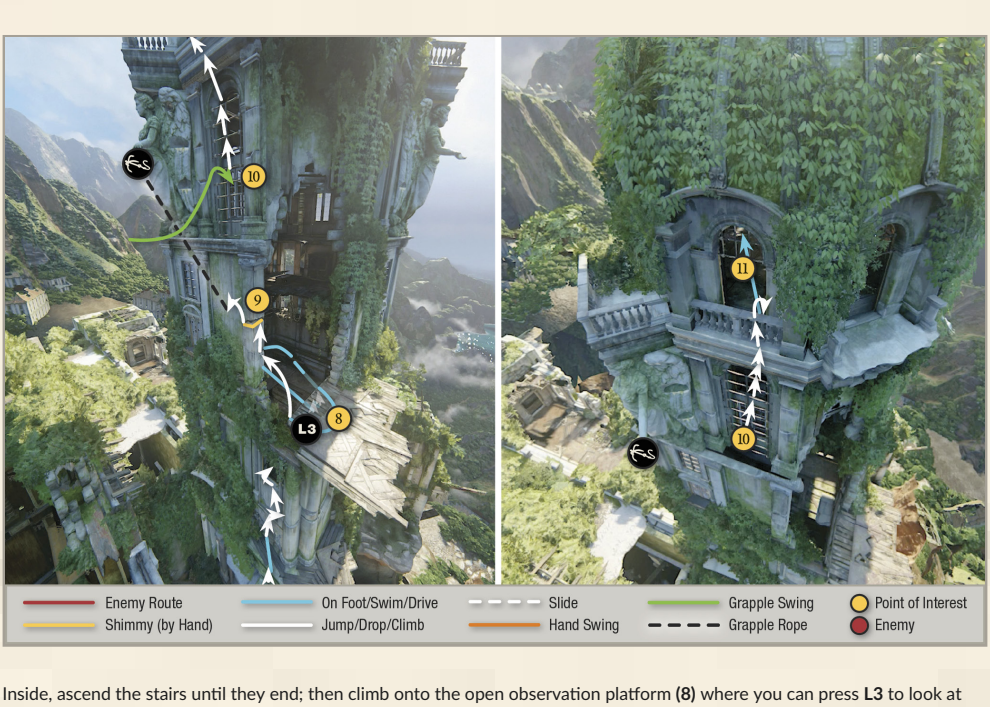
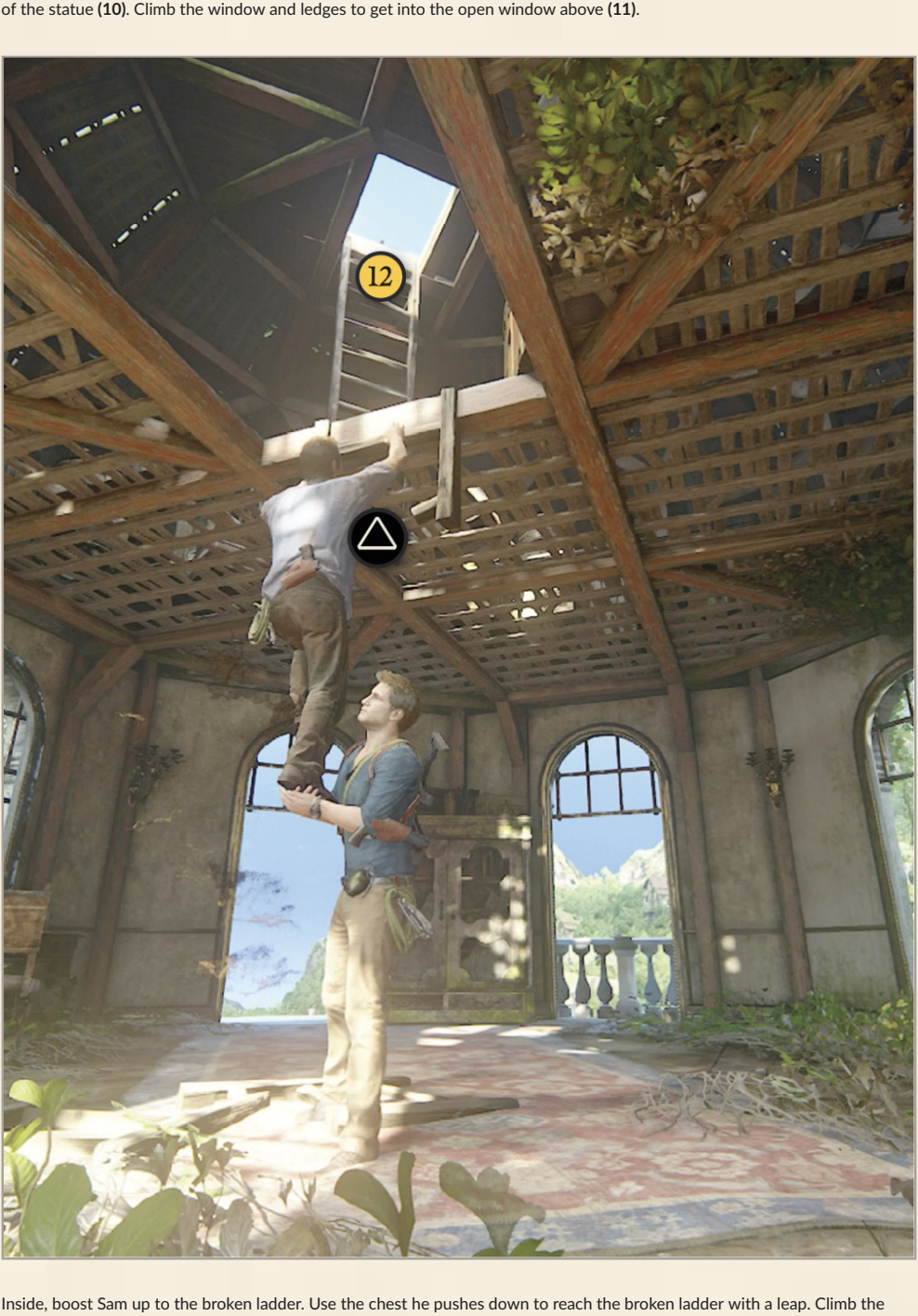


Fig. 15-8. Use the founders' portraits to traverse over to the exit hole.



Inside, ascend the stairs until they end; then climb onto the open observation platform **(8)** where you can press **L3** to look at the grapple point—the ring in the angel statue's hand. Follow our map's climbing route up and around the corner pillar **(9)**, then sling your grapple hook at the ring. Climb the rope as far as you can, then swing over to grab the window bars just to the right of the statue **(10)**. Climb the window and ledges to get into the open window above **(11)**.



Inside, boost Sam up to the broken ladder. Use the chest he pushes down to reach the broken ladder with a leap. Climb the next ladder to the watchtower roof **(12)** to trigger a quick scene: The brothers admire the panorama and spot New Devon across a river that cascades in a series of dramatic waterfalls down the mountainside.

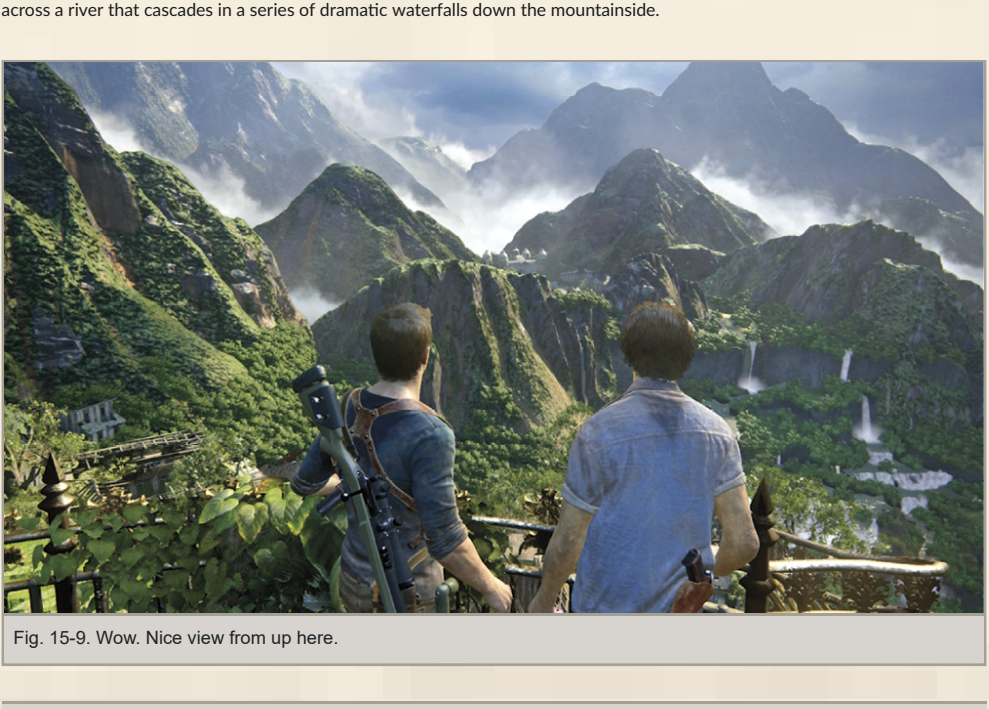
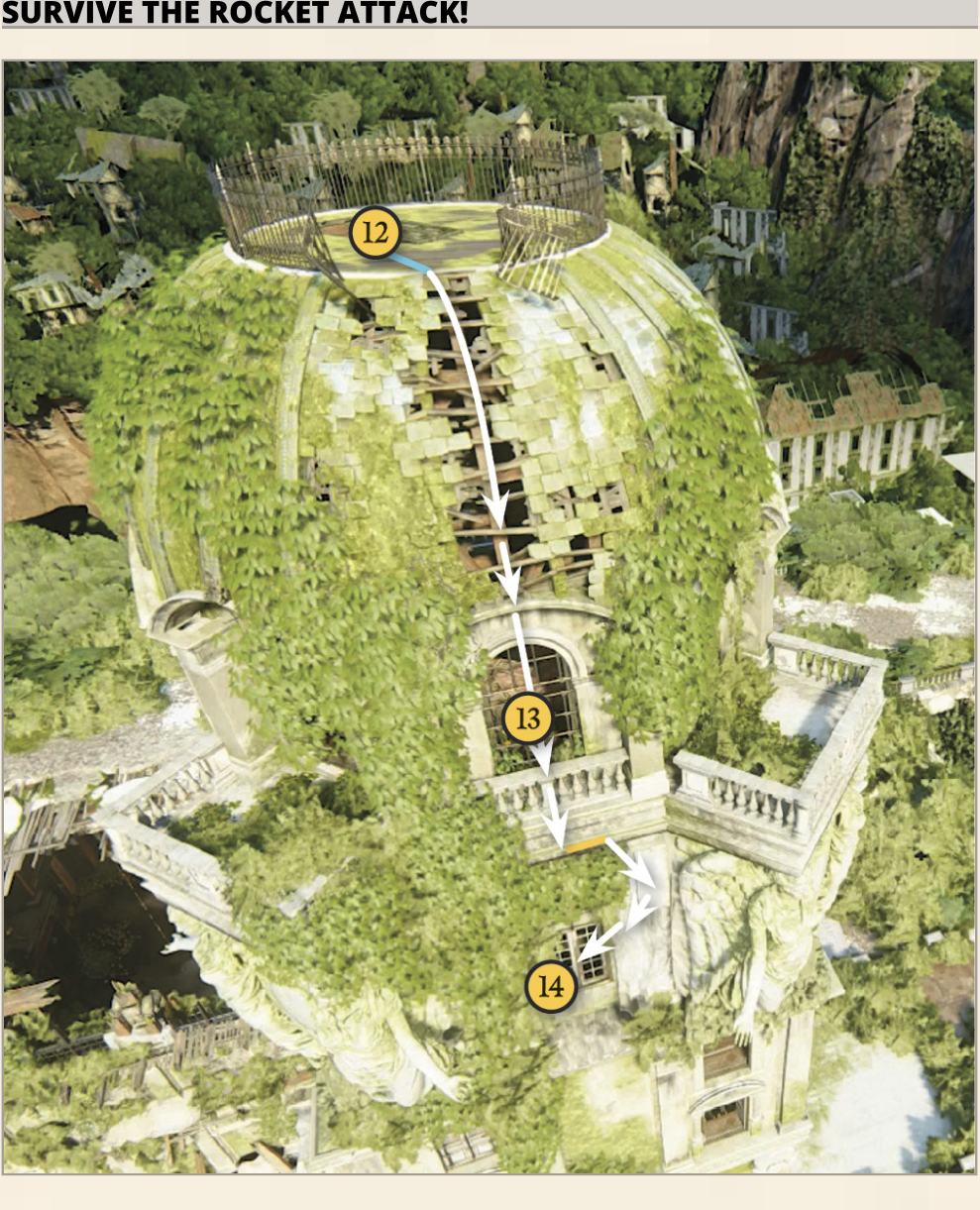
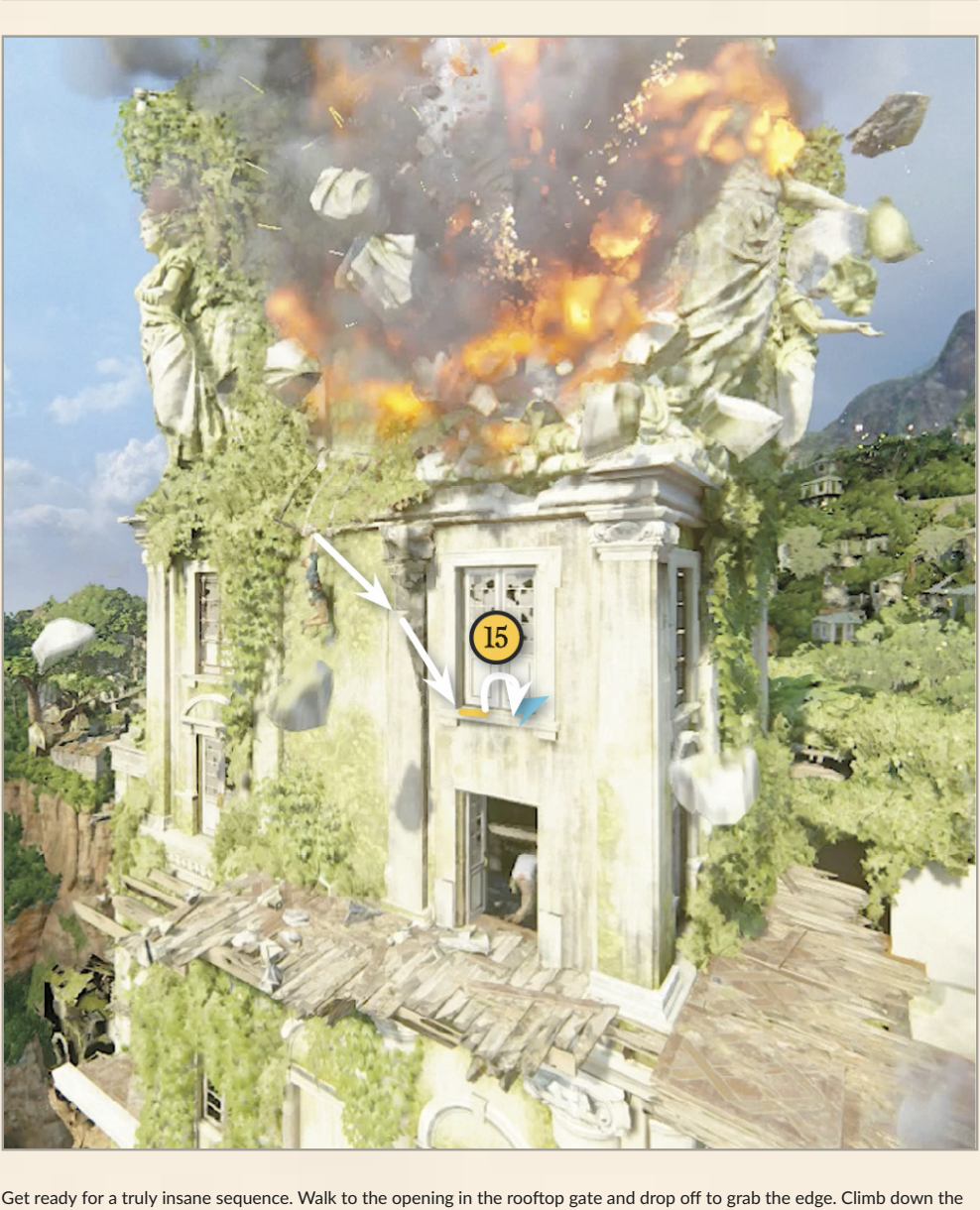


Fig. 15-9. Wow. Nice view from up here.

SURVIVE THE ROCKET ATTACK!





Get ready for a truly insane sequence. Walk to the opening in the rooftop gate and drop off to grab the edge. Climb down the dome and get ready: When you drop to the railing under the window **(13)**, a rocket-propelled grenade suddenly slams into the tower. Quickly drop to the next ledge, slide right a bit, and drop down the handholds until you can reach the bars just below **(14)**...which promptly pull right out of the wall! Sam rolls inside a window to dodge falling debris, then another rocket blasts open the window right above that **(15)**.

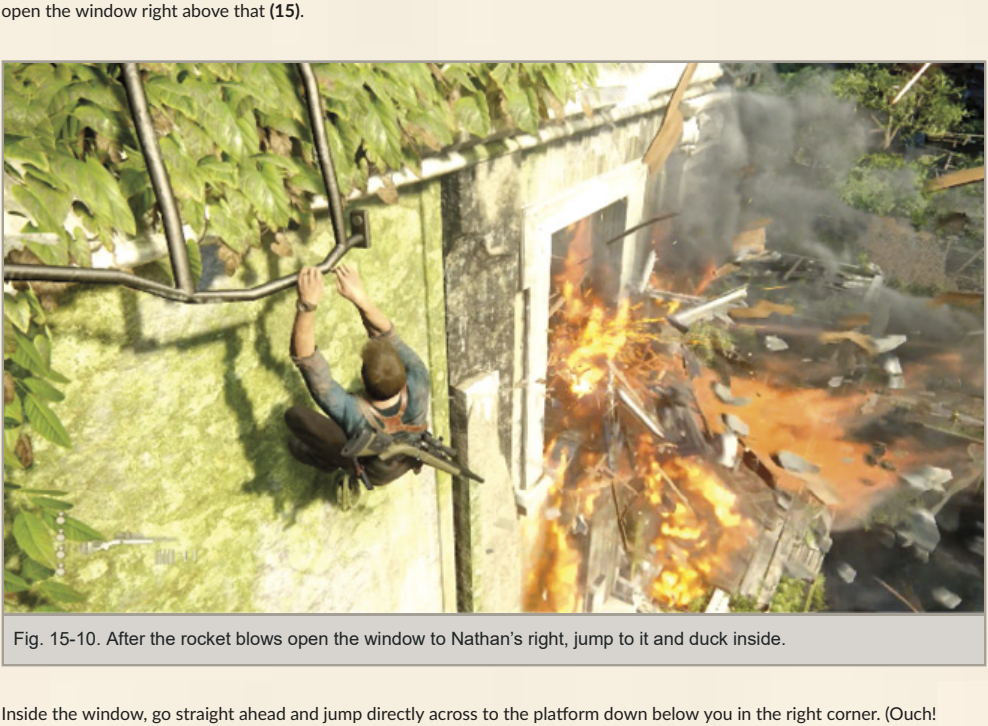


Fig. 15-10. After the rocket blows open the window to Nathan's right, jump to it and duck inside.

Inside the window, go straight ahead and jump directly across to the platform down below you in the right corner. (Ouch! Nathan's head slams into the doors.) This triggers more collapsing debris from above. Next, leap across to the staircase that Sam just descended and hustle down the stairs, hopping across gaps to continue your own descent. Then a blast knocks Nathan to the floor where Sam tries to get him moving. But the crippled tower topples...and the brothers slide down the collapsing floor!

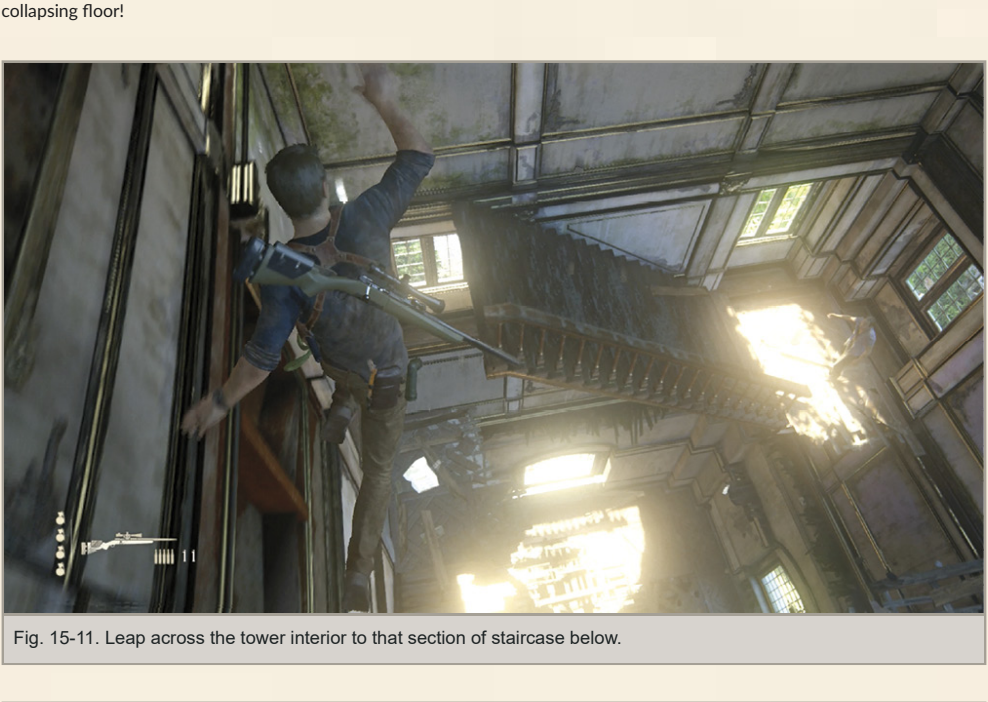


Fig. 15-11. Leap across the tower interior to that section of staircase below.

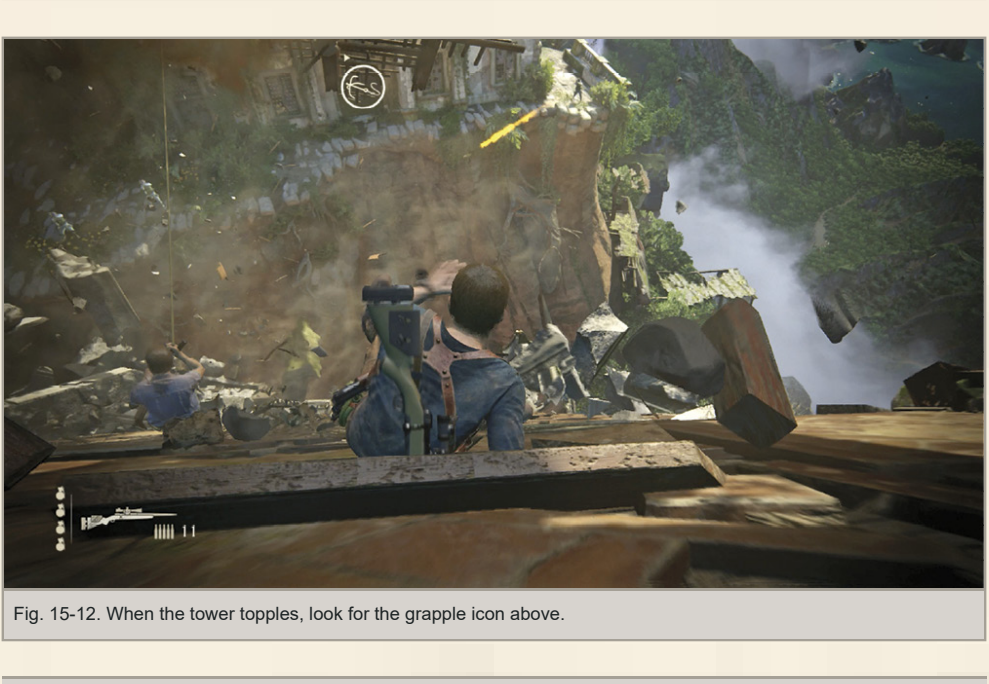
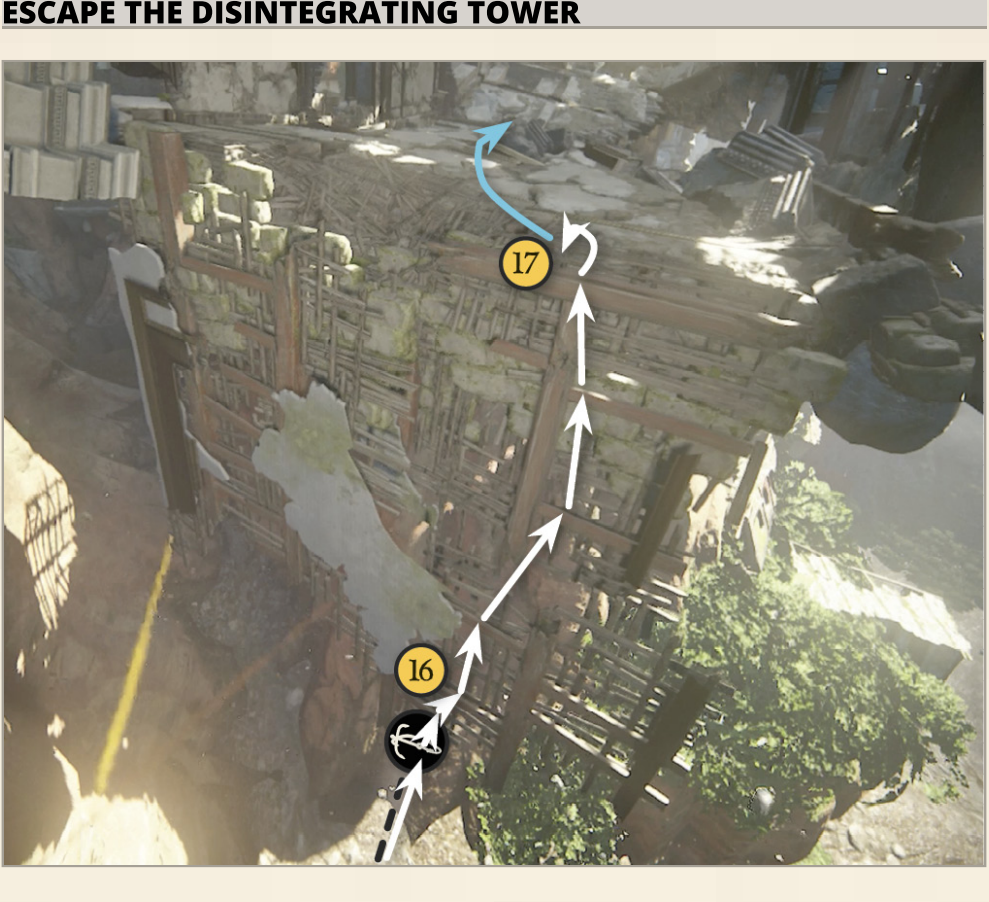
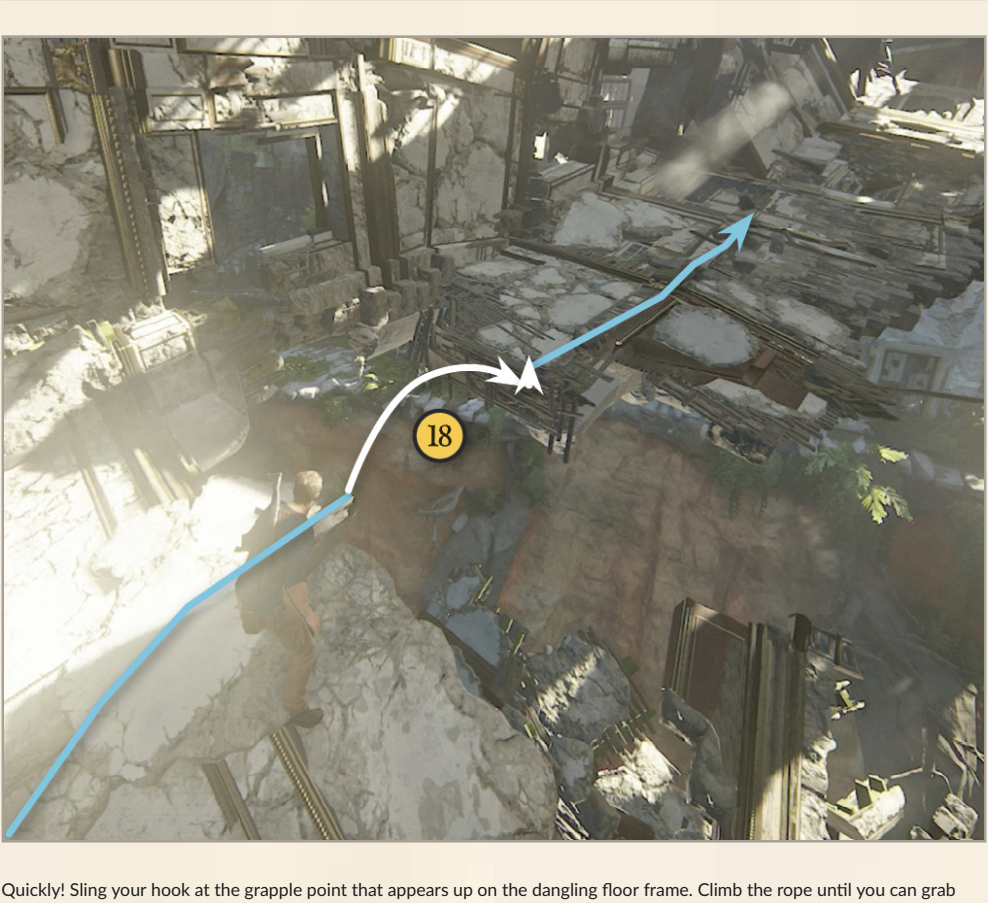


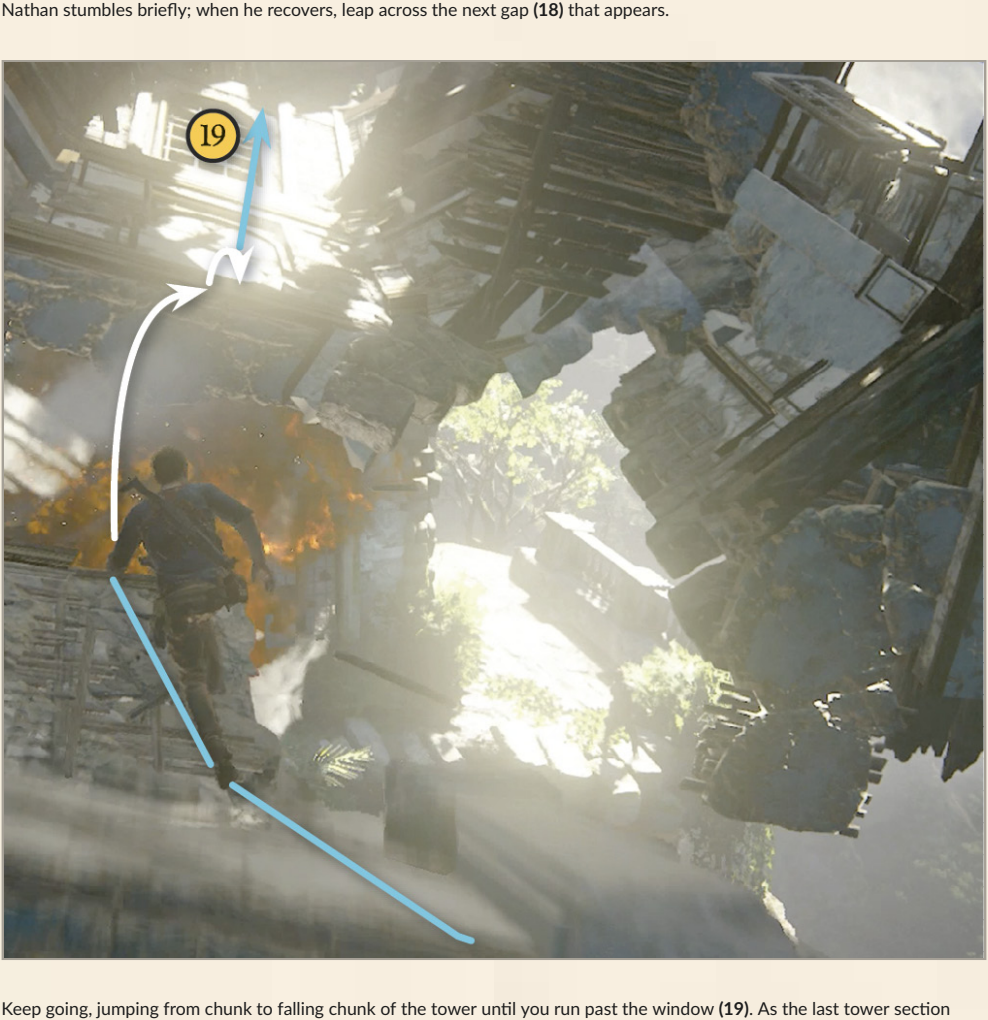
Fig. 15-12. When the tower topples, look for the grapple icon above.

ESCAPE THE DISINTEGRATING TOWER

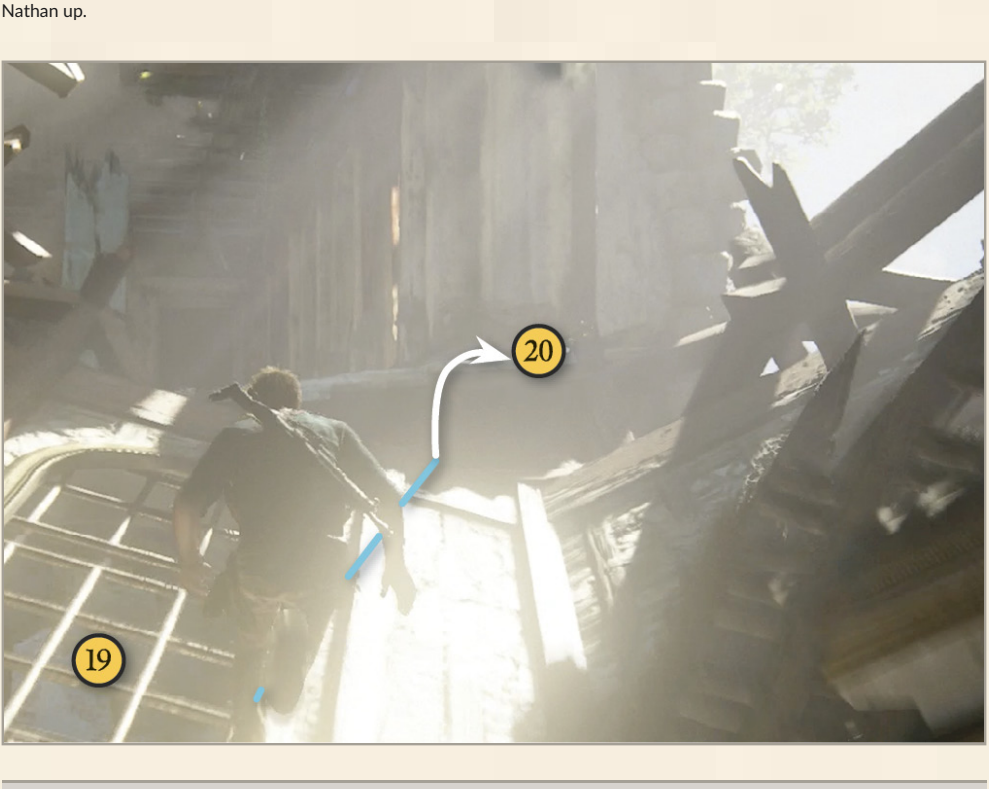




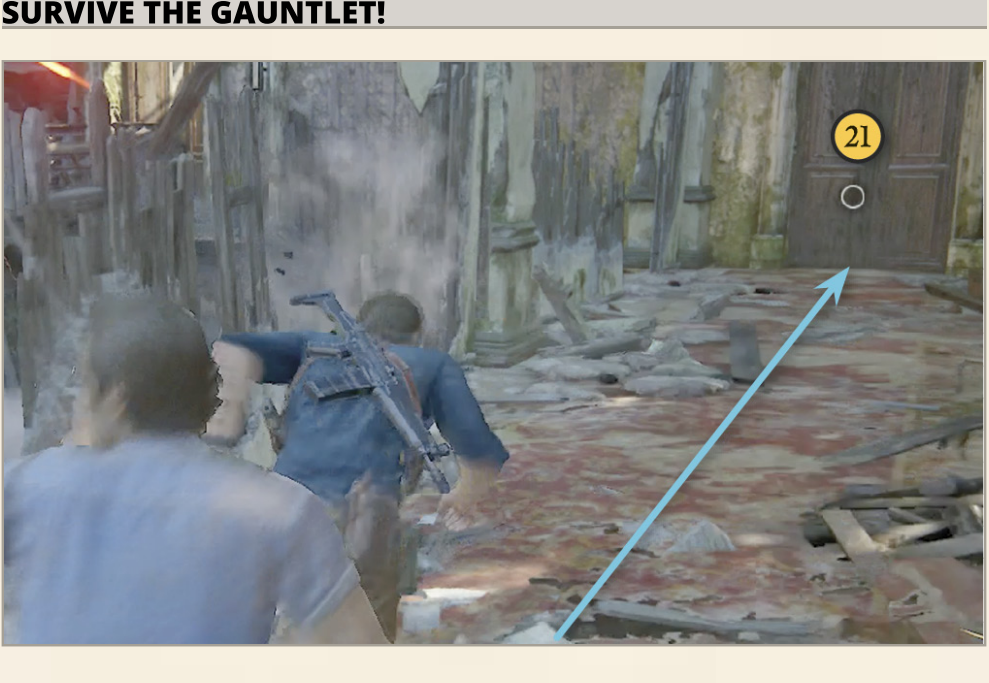
Quickly! Sling your hook at the grapple point that appears up on the dangling floor frame. Climb the rope until you can grab one of the frame boards **(16)** then climb like crazy until you can pull up **(17)** and run along the interior of the falling tower! Nathan stumbles briefly; when he recovers, leap across the next gap **(18)** that appears.

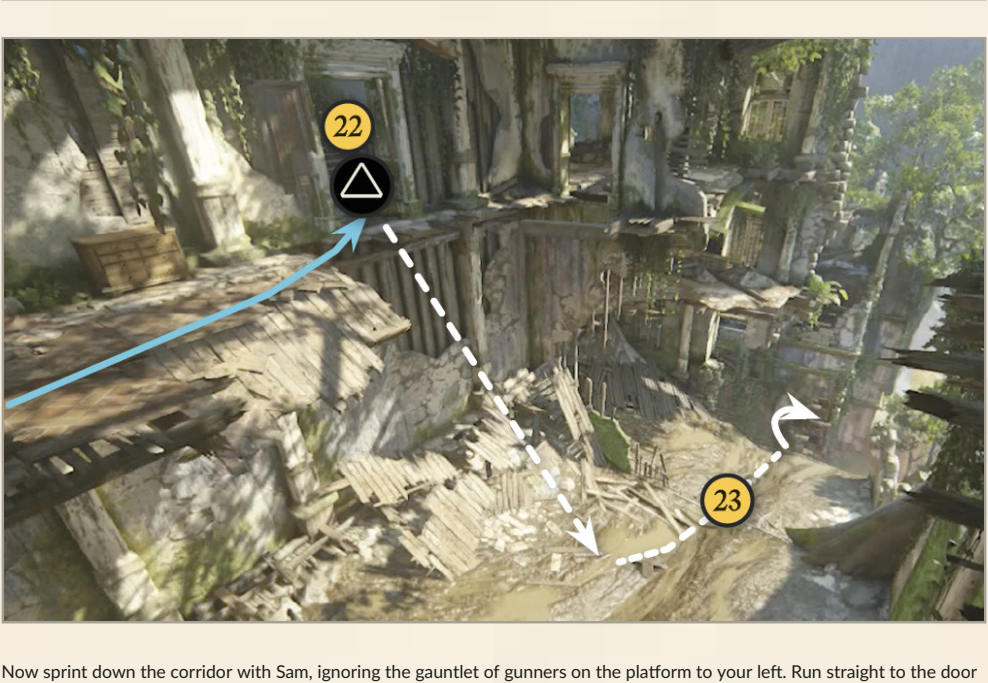


Keep going, jumping from chunk to falling chunk of the tower until you run past the window **(19)**. As the last tower section drops away under your feet, jump to grab the far ledge **(20)** where Sam is waiting. If you make it to the ledge, Sam helps Nathan up.



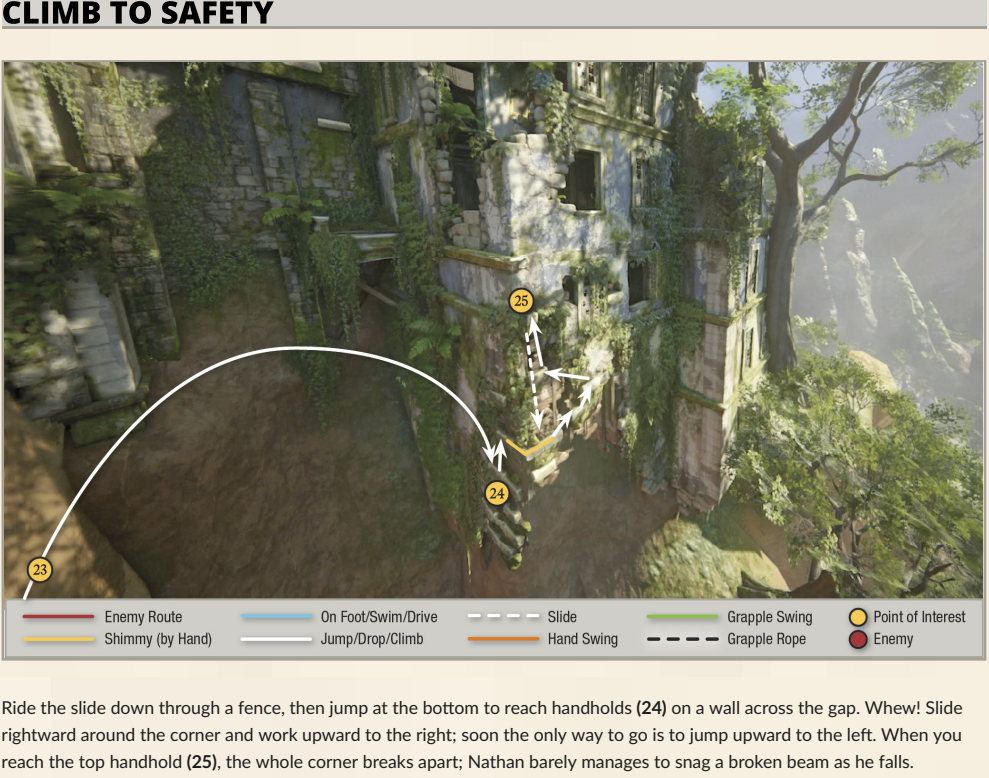
SURVIVE THE GAUNTLET!



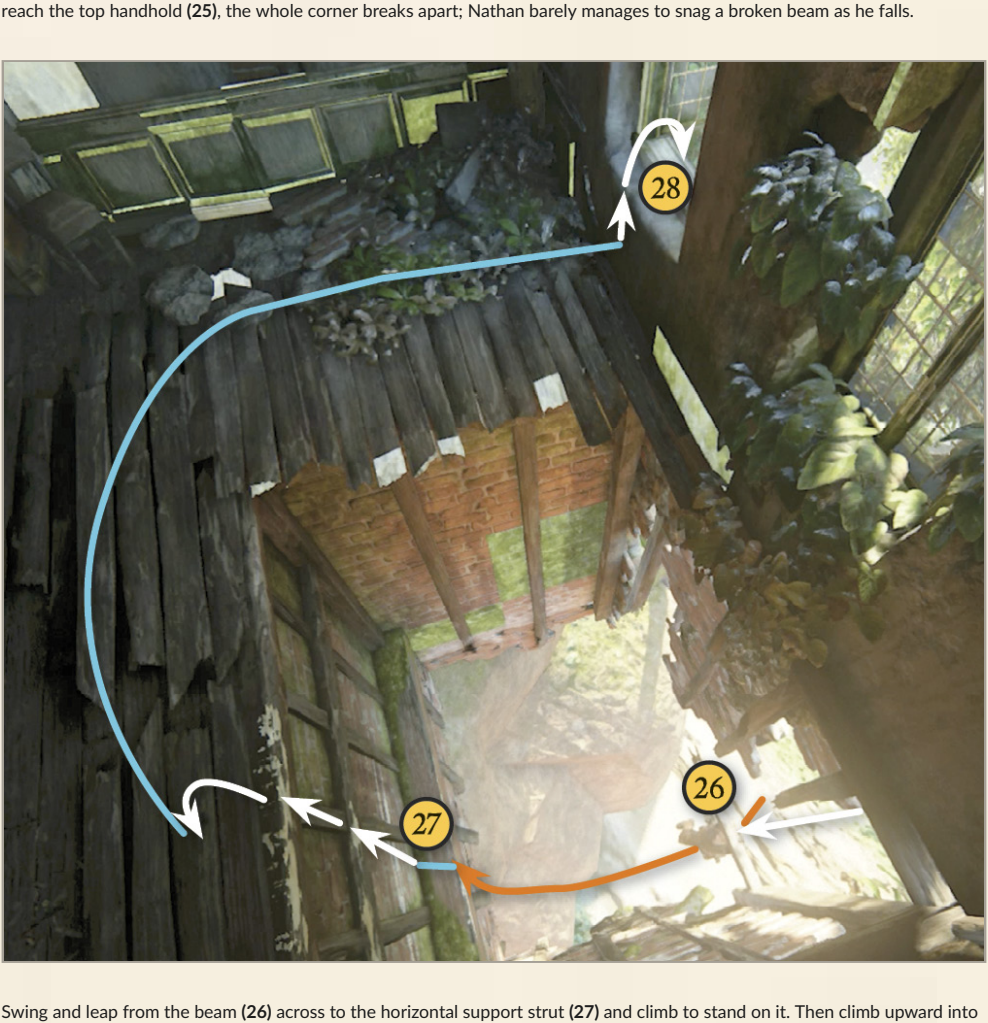


Now sprint down the corridor with Sam, ignoring the gauntlet of gunners on the platform to your left. Run straight to the door at the end **(21)** and punch □ three times to ram it open. Keep running down the hall beyond to the door on your left **(22)**. When you try to open it, a grenade explodes on the other side, so move away from it or you'll be killed! The explosion destabilizes the floor beneath you and it collapses, dropping Nathan onto a mudslide **(23)**.

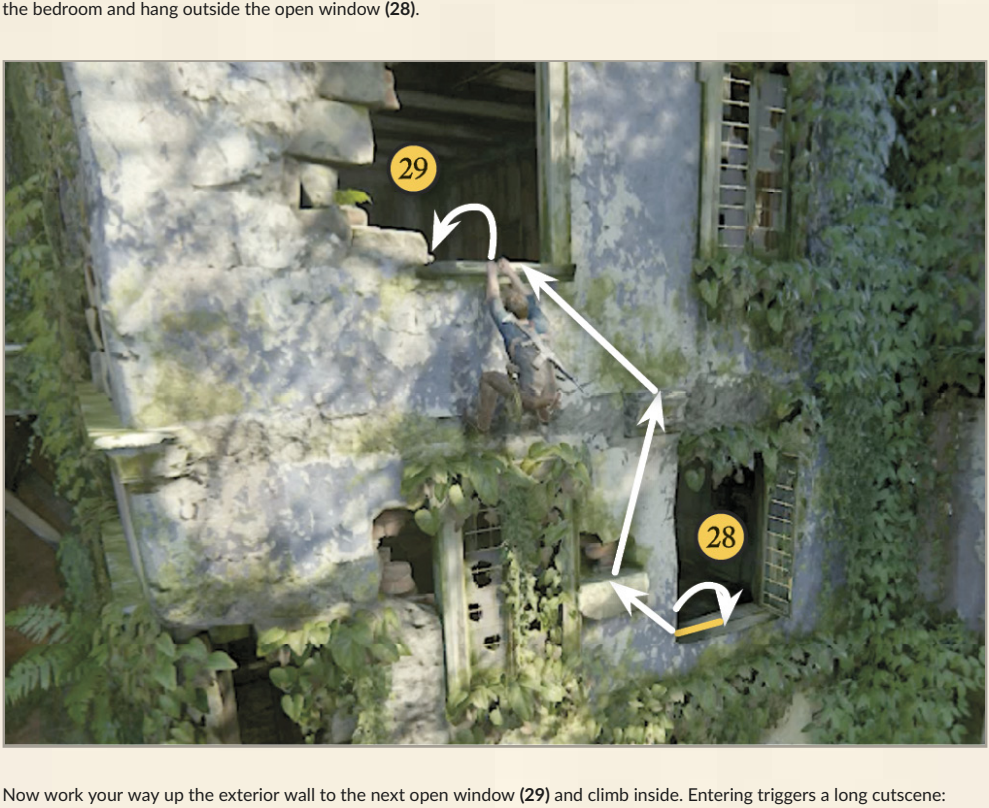
CLIMB TO SAFETY



Ride the slide down through a fence, then jump at the bottom to reach handholds **(24)** on a wall across the gap. Whew! Slide rightward around the corner and work upward to the right; soon the only way to go is to jump upward to the left. When you reach the top handhold **(25)**, the whole corner breaks apart; Nathan barely manages to snag a broken beam as he falls.



Swing and leap from the beam **(26)** across to the horizontal support strut **(27)** and climb to stand on it. Then climb upward into the bedroom and hang outside the open window **(28)**.



Now work your way up the exterior wall to the next open window **(29)** and climb inside. Entering triggers a long cutscene: Nathan runs into his favorite sparring partner, Nadine Ross. After a bruising sequence in which Sam joins the fray, you end up facing Nadine in a wild melee sequence.

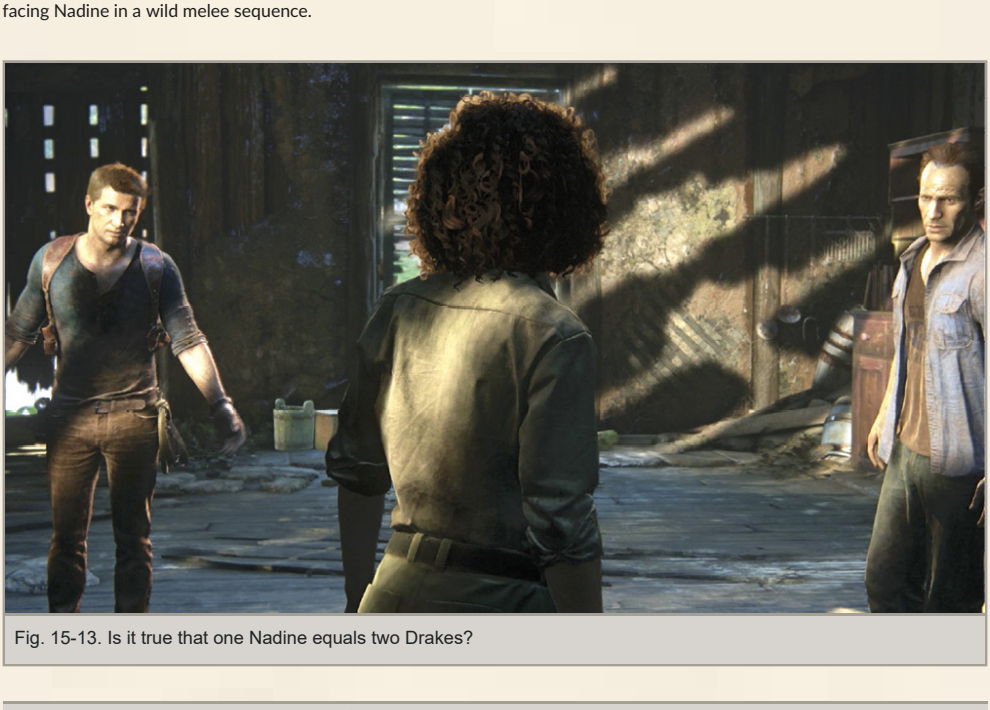


Fig. 15-13. Is it true that one Nadine equals two Drakes?

SURVIVE THE EARLY ROUNDS WITH NADINE

Phase 1: Start punching! You're no match for Nadine, but you have to fight anyway. First, she slams Nathan hard onto a table and starts beating him mercilessly. Tap △ repeatedly to stay alive, or else Nadine will pummel Nate into a checkpoint restart. If you tap fast enough, Sam intervenes, keeping his brother alive.

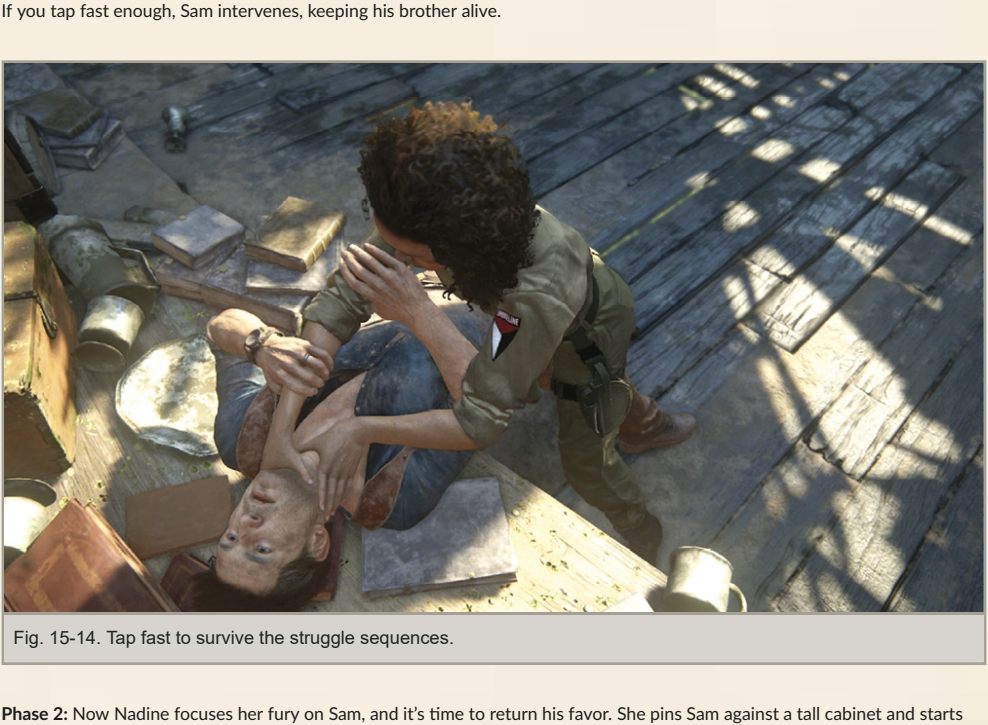


Fig. 15-14. Tap fast to survive the struggle sequences.

Phase 2: Now Nadine focuses her fury on Sam, and it's time to return his favor. She pins Sam against a tall cabinet and starts hammering the holy snot out of him. Rush at Nadine and press □ to drive her into the wall. Then tap △ repeatedly to barely survive the subsequent struggle. Nadine kicks Nathan right out the window, leaving him hanging from a broken beam.

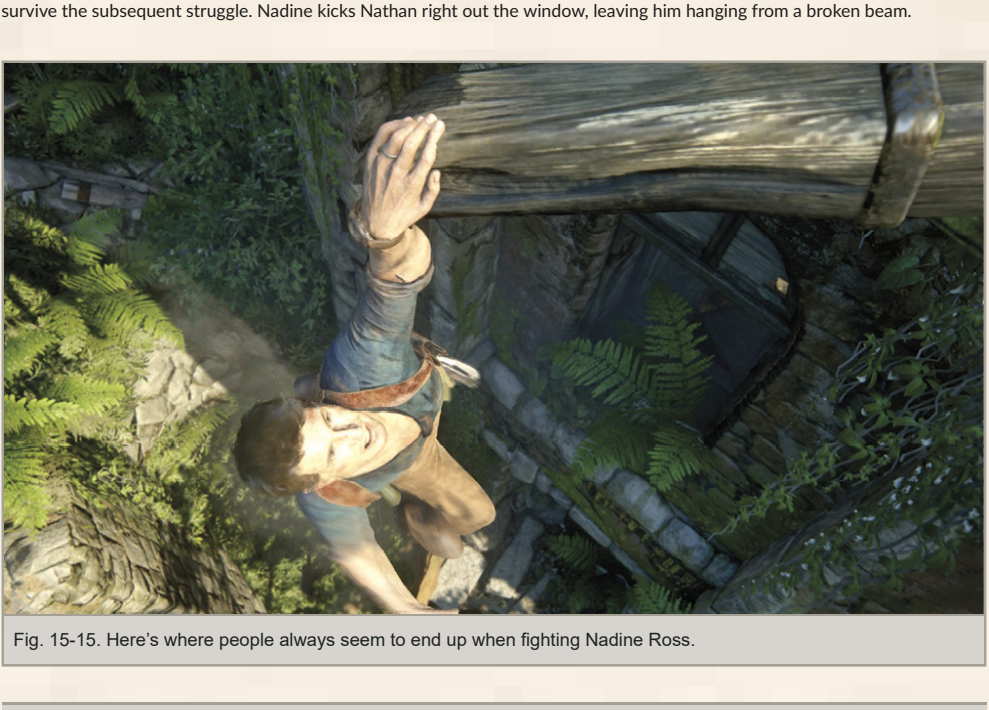
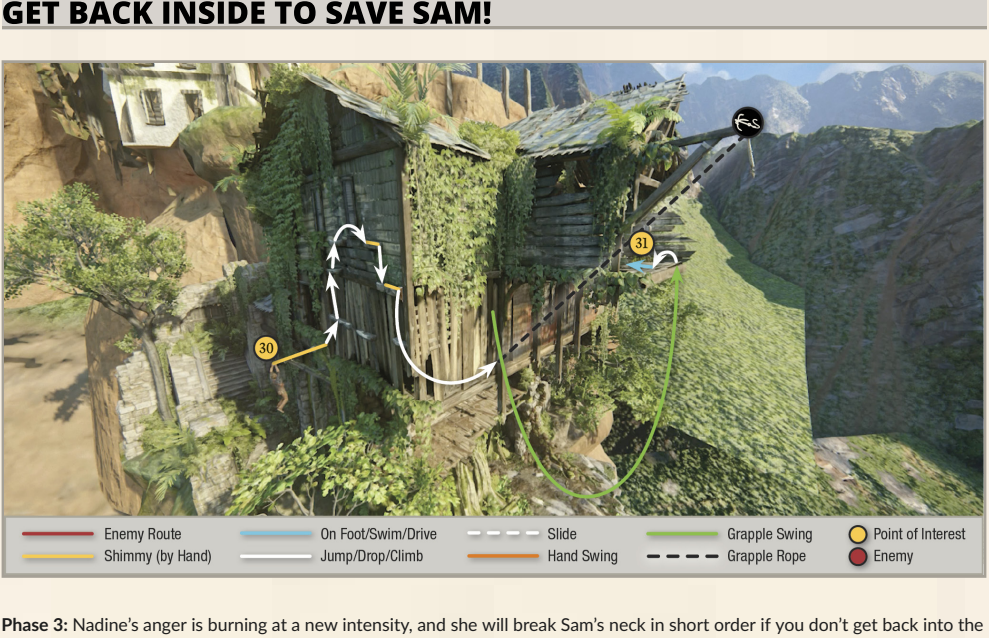


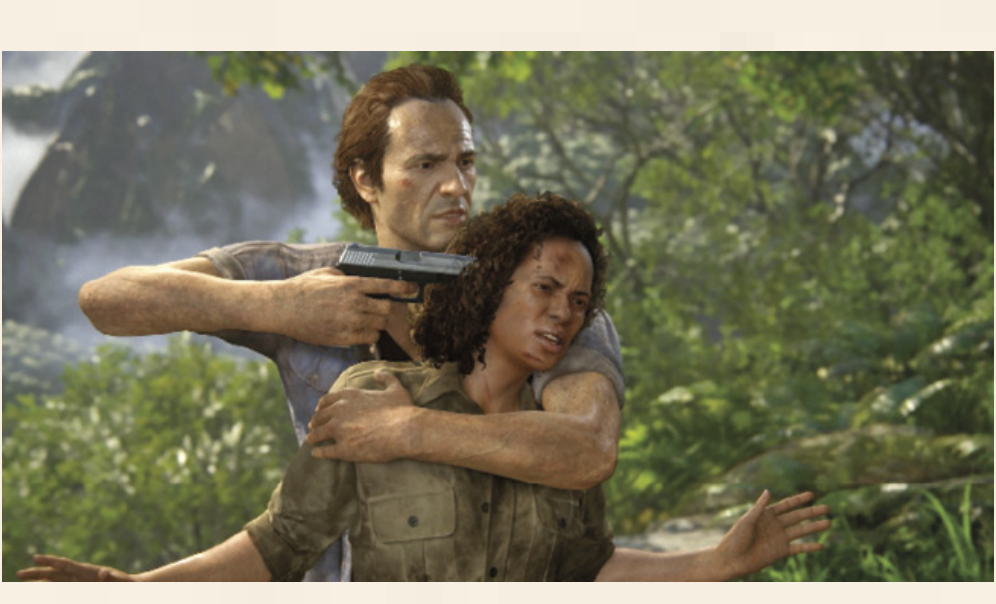
Fig. 15-15. Here's where people always seem to end up when fighting Nadine Ross.

GET BACK INSIDE TO SAVE SAM!



Phase 3: Nadine's anger is burning at a new intensity, and she will break Sam's neck in short order if you don't get back into the room to save him. From the beam where you hang **(30)**, follow our map's climbing route over to the house's corner. Then toss your grapple hook at the support beam and swing in an arc up to the house's porch **(31)**. Run across the porch and jump down onto Nadine.

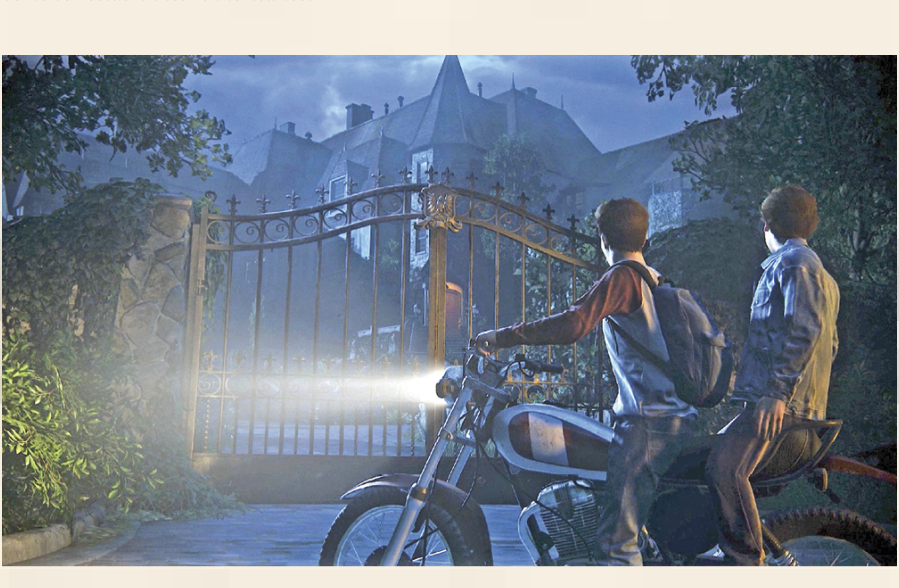
This triggers a long cutscene: Nathan executes a nice vertical takedown, Sam gets the drop on Nadine, Rafe arrives with backup, and Nathan forces an end to the standoff. Then Sam drops a major bombshell on his brother. When all is said and done, Nathan washes up on a Libertalia beach one more time...



Story Walkthrough

Chapter 16: The Brothers Drake

Nathan's tumble triggers another boyhood flashback—a memory of the Drakes' first brotherly "treasure hunt." Later on the night of his escape from the Saint Francis orphanage, young Nathan arrives with Sam via motorbike at the gated entrance of a dark, ominous manor house. Sam has traced the sale of their mother's possessions to this estate. Thus the brothers Drake have come to reclaim their inheritance.

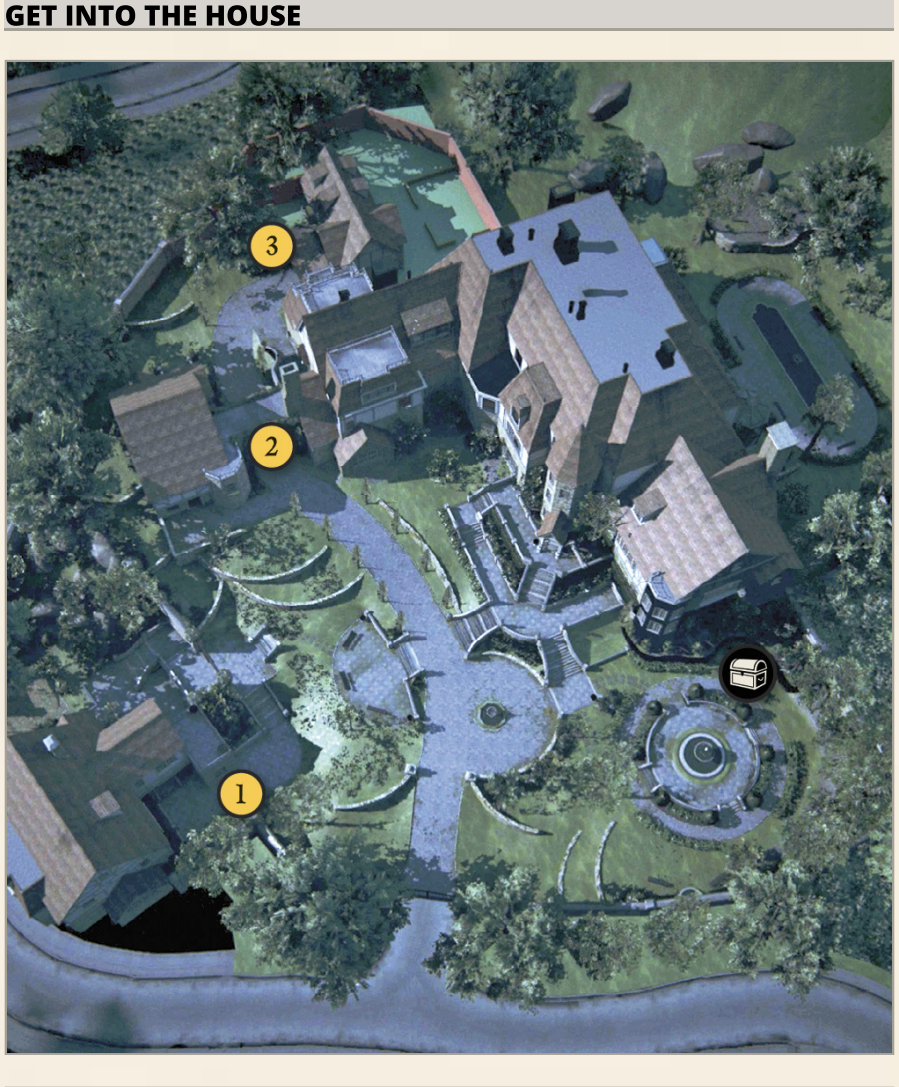


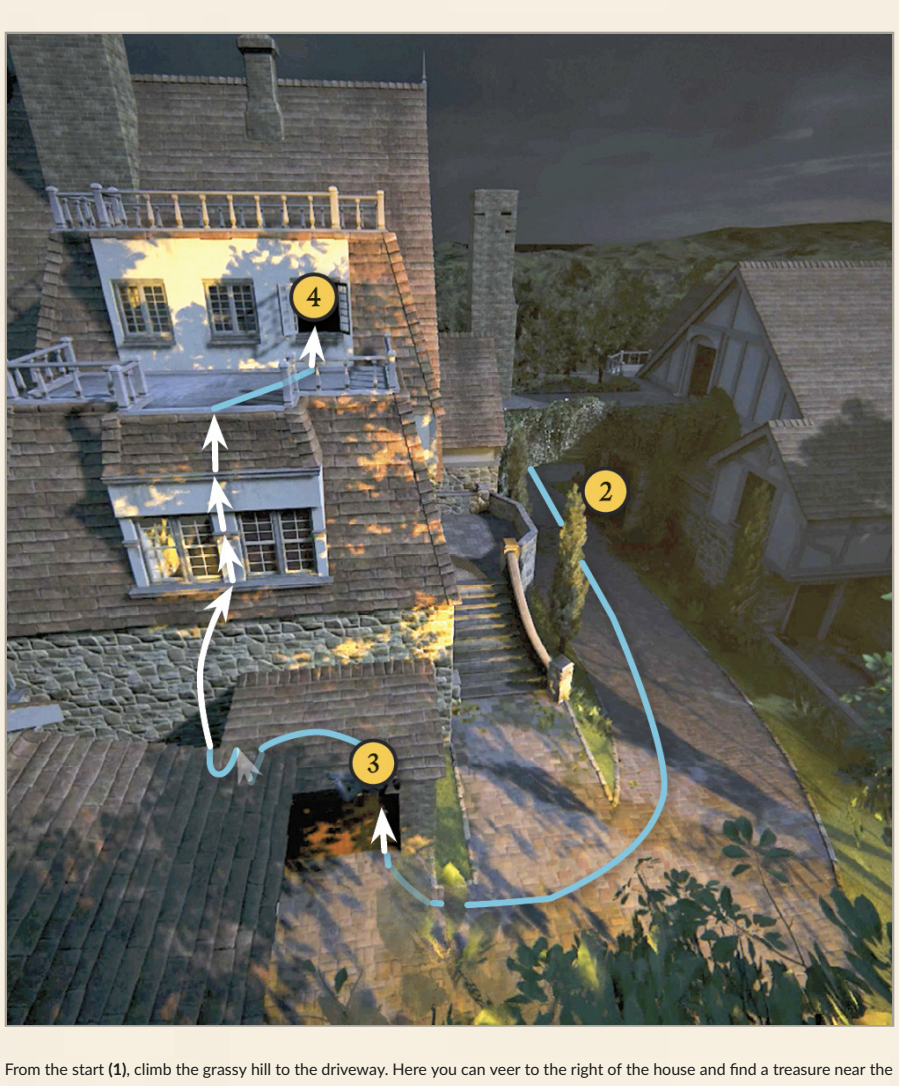
Collectibles

Treasures: 3

Optional Conversations: 3

GET INTO THE HOUSE





From the start **(1)**, climb the grassy hill to the driveway. Here you can veer to the right of the house and find a treasure near the fountain plaza. Then return and follow the driveway through the arch **(2)** to the side shed **(3)**. After Sam climbs up and reaches down to Nathan, approach him and jump to get pulled onto the shed. You can't jump from the shed's roof to the windowsill like Sam; instead, hop across to the garage roof, then turn and jump back to grab the windowsill. Climb the ledges and handholds to the balcony; then climb through the open window **(4)** into an attic storage room.

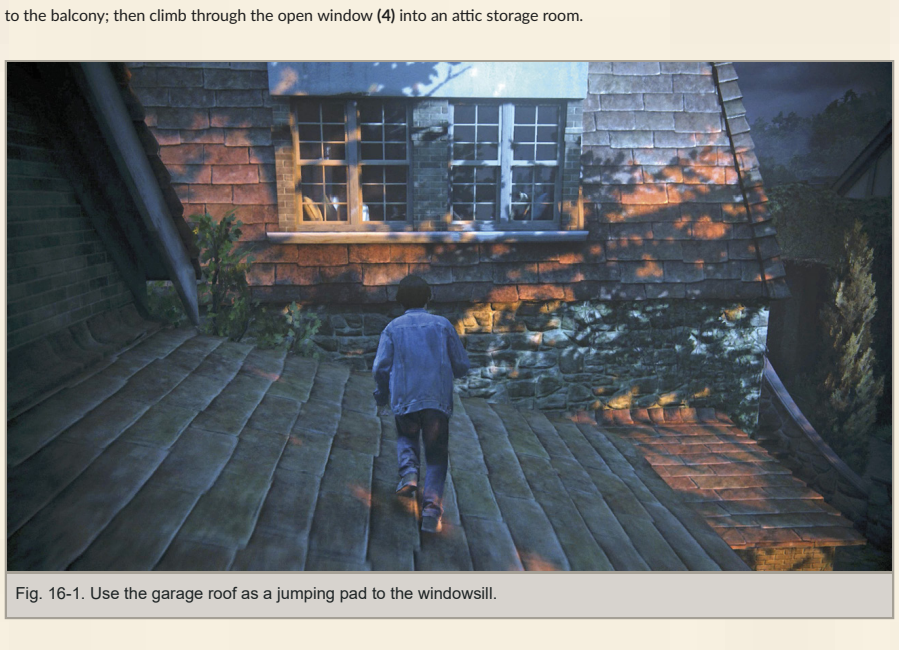
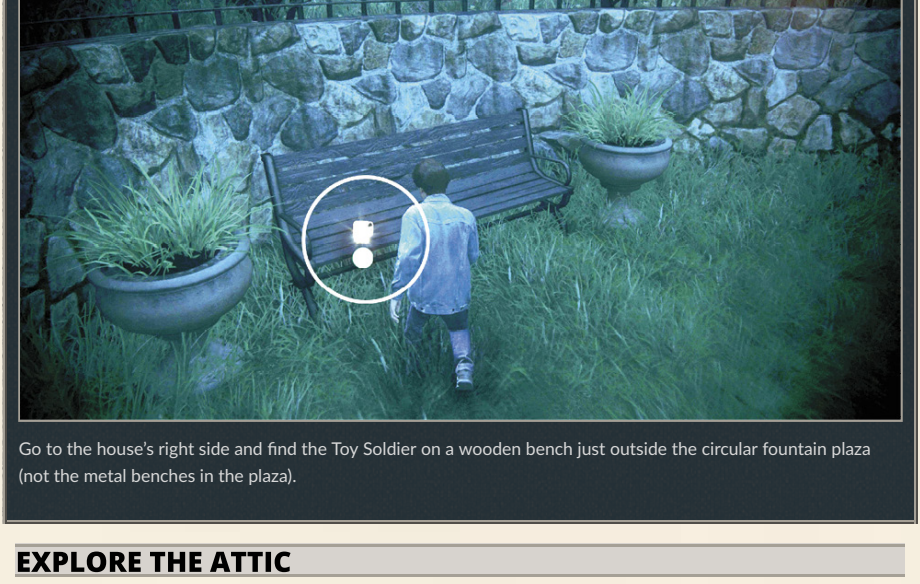


Fig. 16-1. Use the garage roof as a jumping pad to the windowsill.

Toy Soldier



Go to the house's right side and find the Toy Soldier on a wooden bench just outside the circular fountain plaza (not the metal benches in the plaza).

EXPLORE THE ATTIC

Inside, Sam tosses Nathan a flashlight, reminding his brother that their mother's notebooks have an off-white leather binding. Explore the attic to find a letter sitting on a sewing table. The note is written to "Miss Evelyn" from a gentleman named Kenichiro Namba regarding the discovery of historical items. You can flip over the letter to see a photo of Mr. Namba with the item in question.

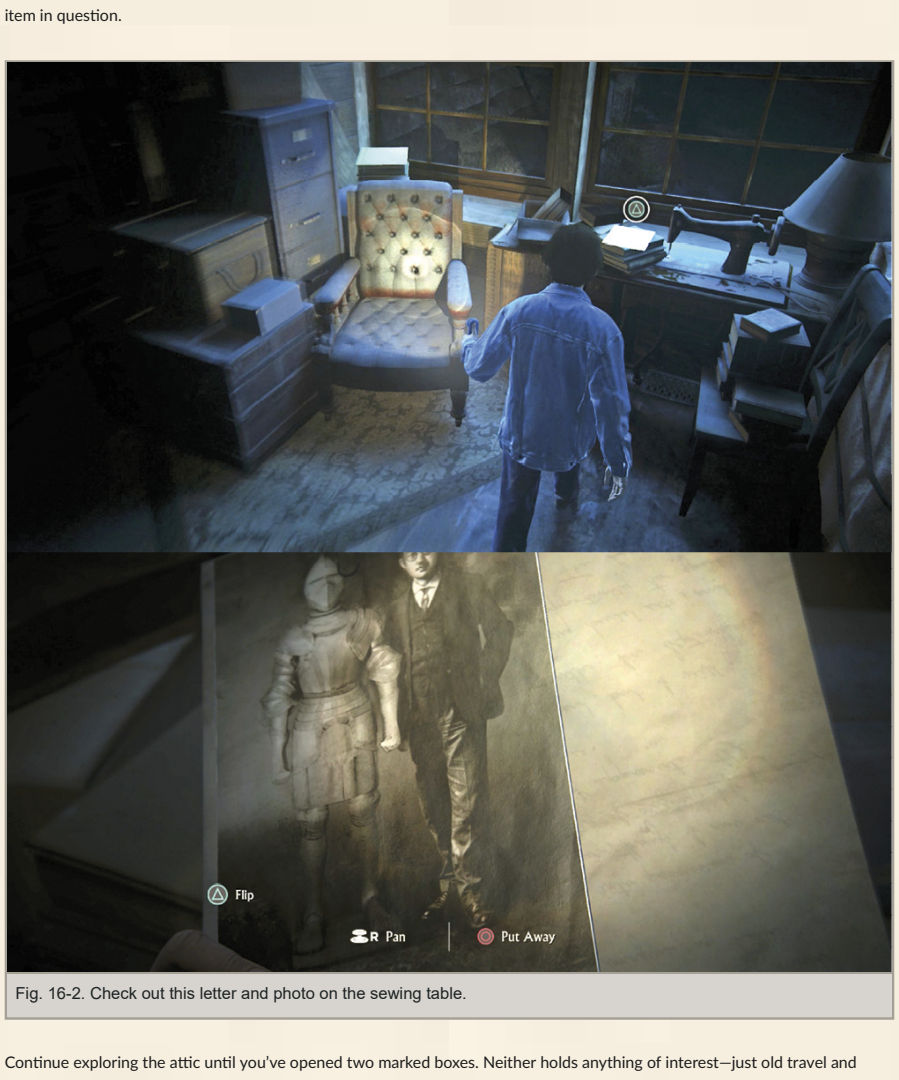


Fig. 16-2. Check out this letter and photo on the sewing table.

Continue exploring the attic until you've opened two marked boxes. Neither holds anything of interest—just old travel and camping equipment. But after you examine the second one, Sam opens a trapdoor. Drop down through the trapdoor.

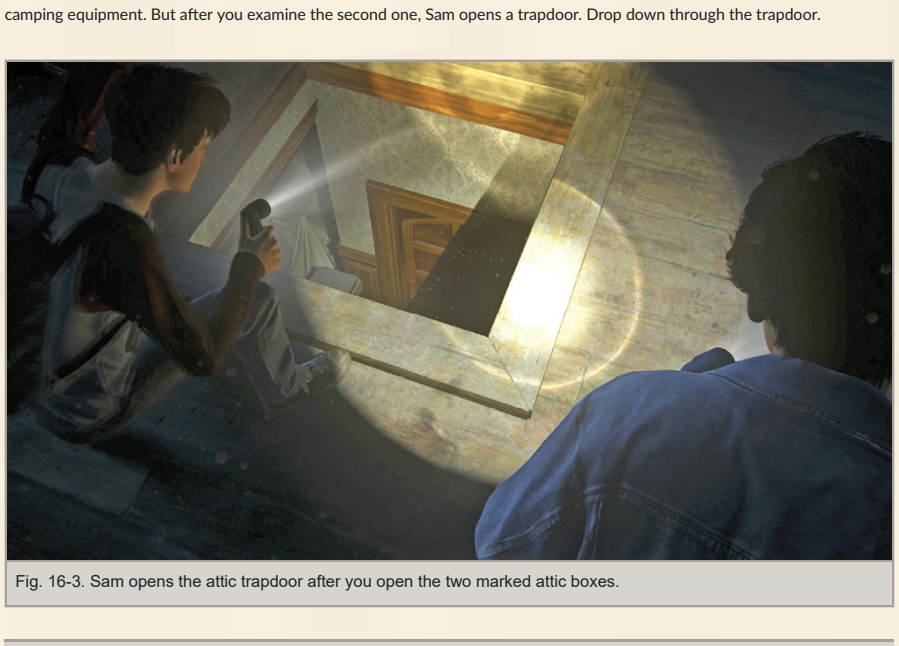


Fig. 16-3. Sam opens the attic trapdoor after you open the two marked attic boxes.

EXPLORE THE SECOND FLOOR (EAST WING)

First Bedroom / Hall

You land in a heavily cluttered bedroom on the house's second floor. Sam tells you to keep an eye out for books, journals, or any kind of research papers. Exit the doorway into the hall and continue past the billiards table on the right to find a marked box atop a stack near the sofa. Examine it to pull out a white leather journal similar to their mother's style; flip the journal to learn that it belongs to the fellow from Kyoto University. Continue on to find a door you can open on the left.

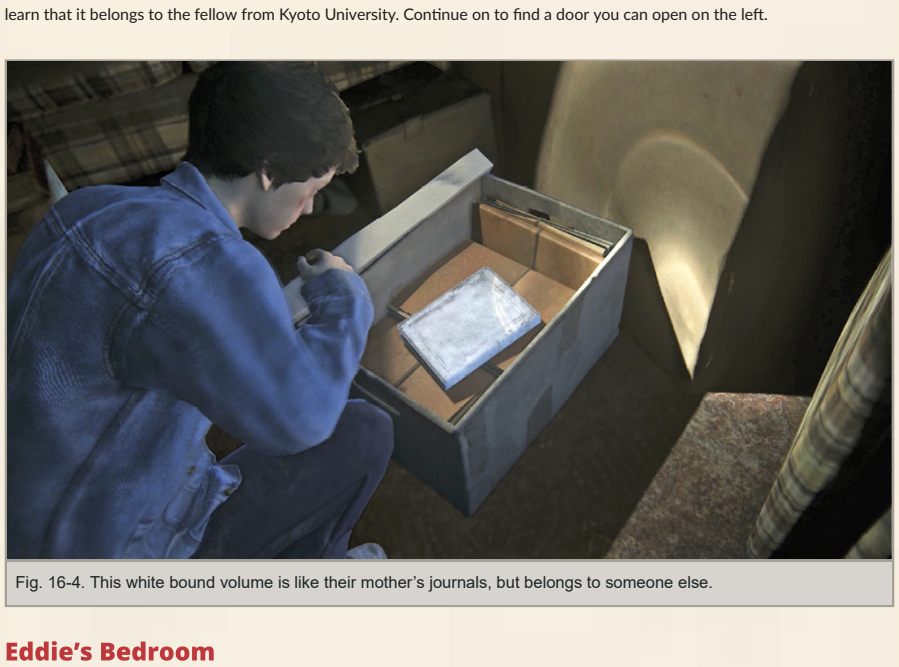


Fig. 16-4. This white bound volume is like their mother's journals, but belongs to someone else.

Eddie's Bedroom

Enter what was once a young boy's bedroom, now fallen into disuse. You can find an old letter to "Eddie" from his father on an excursion in Peru—more evidence of serious adventuring in this manor. Turn over the letter to see a photo; the man looks like the fellow in the previous photograph, Kenichiro Namba! Did he end up marrying the woman, Evelyn, to whom he wrote about the armor? Is this Evelyn in the photo? Lots of questions...but let's move on.

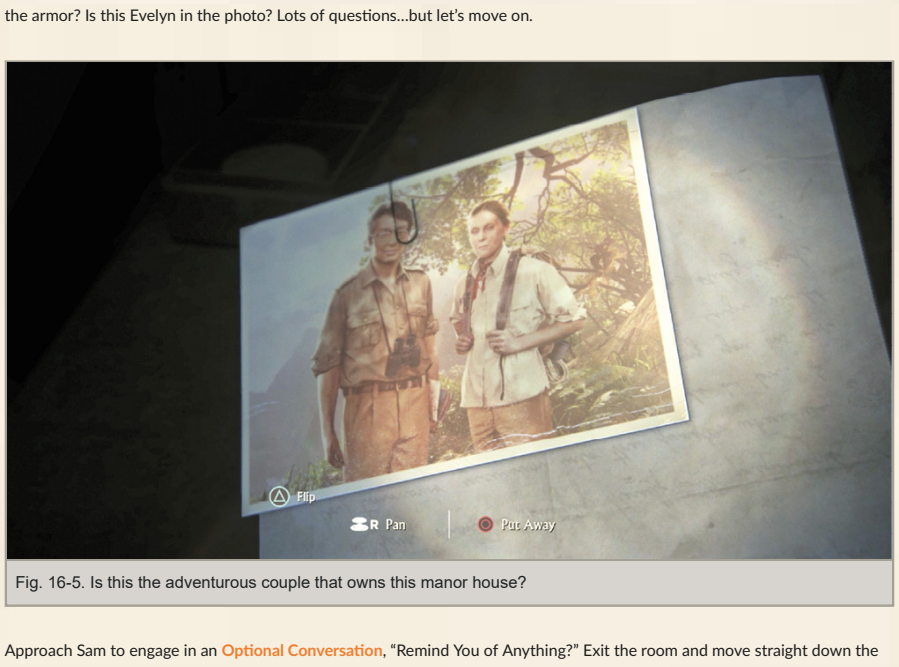


Fig. 16-5. Is this the adventurous couple that owns this manor house?

Approach Sam to engage in an Optional Conversation, "Remind You of Anything?" Exit the room and move straight down the hall past what appears to be a Ming Dynasty vase sitting atop boxes on the right. Help Sam push open the door beyond it to trigger a cutscene: Nathan finds an Egyptian sarcophagus!

Corridor

The room is full of stunning, museum-quality artifacts. Examine the other two sarcophagi, Roman and Etruscan. You can also pick up and examine an organ jar. Climb the staircase leading to the locked attic door to find a treasure at the top. When you're done exploring, head downstairs to the first floor.

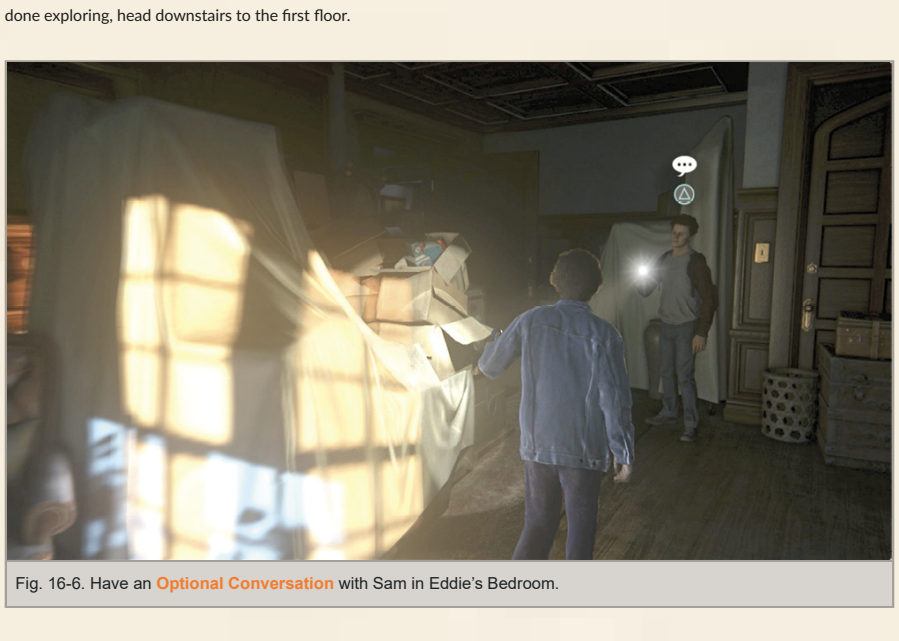


Fig. 16-6. Have an Optional Conversation with Sam in Eddie's Bedroom.

Fig. 16-7. Check out the Egyptian organ jar. Cool!

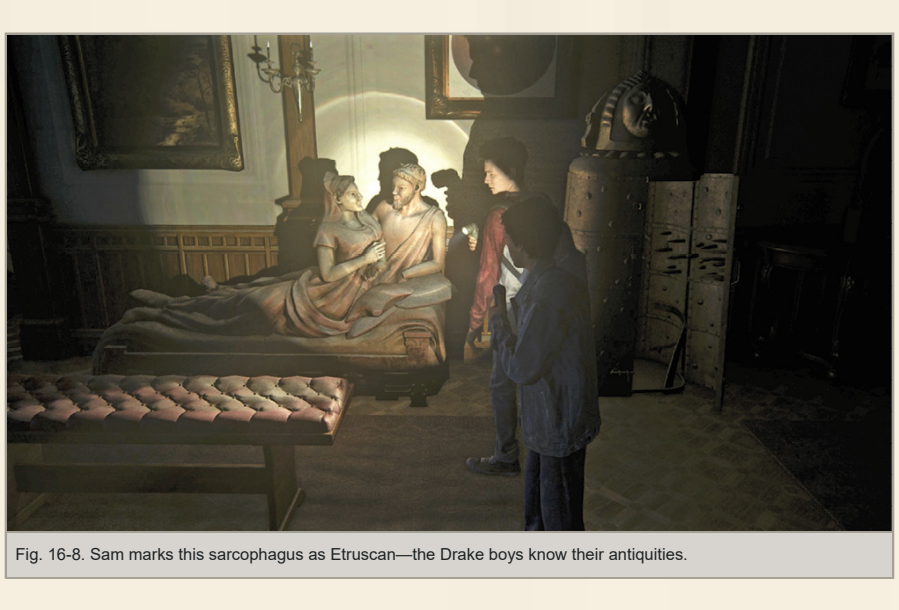
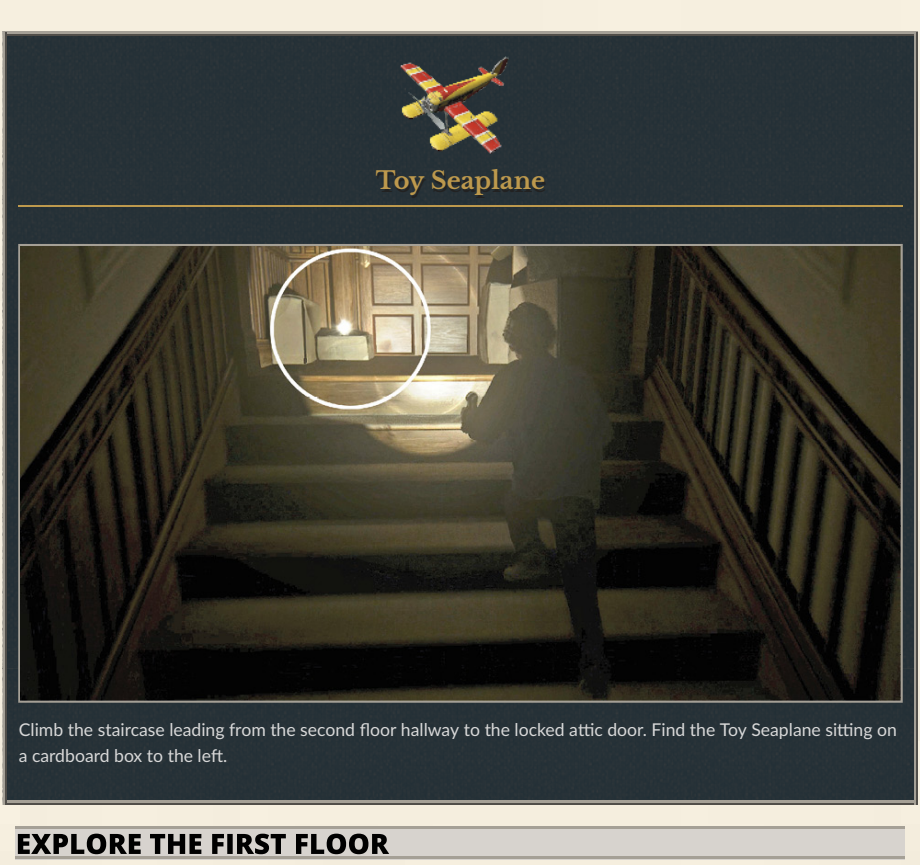


Fig. 16-8. Sam marks this sarcophagus as Etruscan—the Drake boys know their antiquities.

Toy Seaplane



Climb the staircase leading from the second floor hallway to the locked attic door. Find the Toy Seaplane sitting on a cardboard box to the left.

EXPLORE THE FIRST FLOOR

Pantry & Kitchen

Examine the box under the metal shelf stacked with paint cans at the bottom of the staircase. It holds another white journal, but this one's not their mother's either. Enter the pantry and open the next door to trigger a quick scene with Sam, who dons a pith helmet. Proceed into the kitchen and examine the Adventurer's Lodge invitation on the center island. (There's handwritten note on the back.)

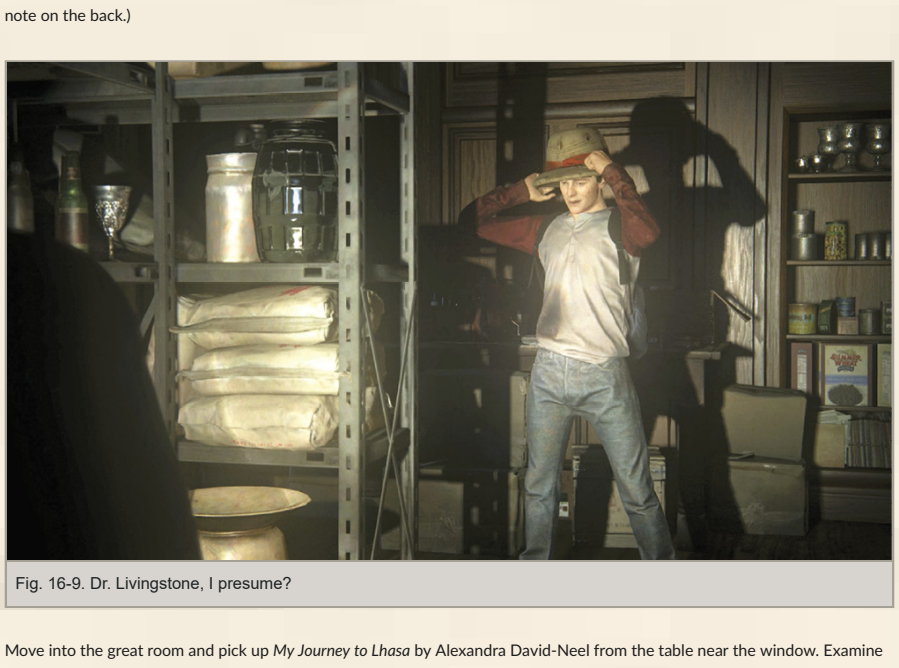


Fig. 16-9. Dr. Livingstone, I presume?

Move into the great room and pick up *My Journey to Lhasa* by Alexandra David-Neel from the table near the window. Examine the globe to trigger a quick scene, and then give it a spin four separate times; each time, Nathan picks a new location for a future visit.

Fig. 16-10. Nathan picks out a few spots to visit.

Dining Room & Hall

Exit via the doorway off the kitchen into the dining room, where you can pick up a fertility totem artifact on the left shelf. You can also examine the huge dining table nearby. Then step through the next doorway and put on the Persian demon helmet on the right. Continue out into the hallway and open the box underneath the roll-top desk to find a hardbound leather book. Then step through the next doorway into the big entry foyer.

Fig. 16-11. Fertility totems and demon helmets: The kind of stuff kids love.

Foyer & Solarium

Turn left and examine the French jousting armor against the wall. Walk around the main staircase to find the entrance to a gorgeous, glassed-in solarium. As you enter, examine the Southeast Asian dragon gong in the small entry hall and pick up the copy of *Adventure Life* magazine on the side table—the woman on the cover is the same as the one in the photo upstairs.

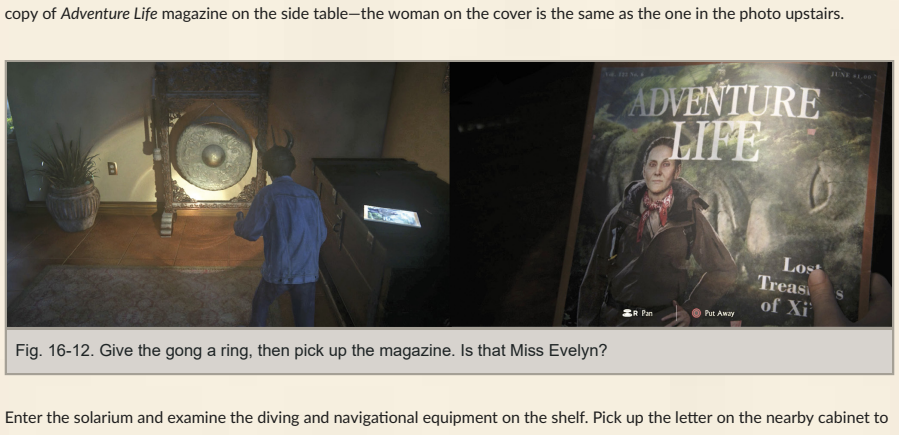


Fig. 16-12. Give the gong a ring, then pick up the magazine. Is that Miss Evelyn?

Enter the solarium and examine the diving and navigational equipment on the shelf. Pick up the letter on the nearby cabinet to see that Kenichiro ("Ken") and Evelyn eventually separated, and their son Edmund (the "Eddie" from the bedroom letter upstairs) now lives with his father.

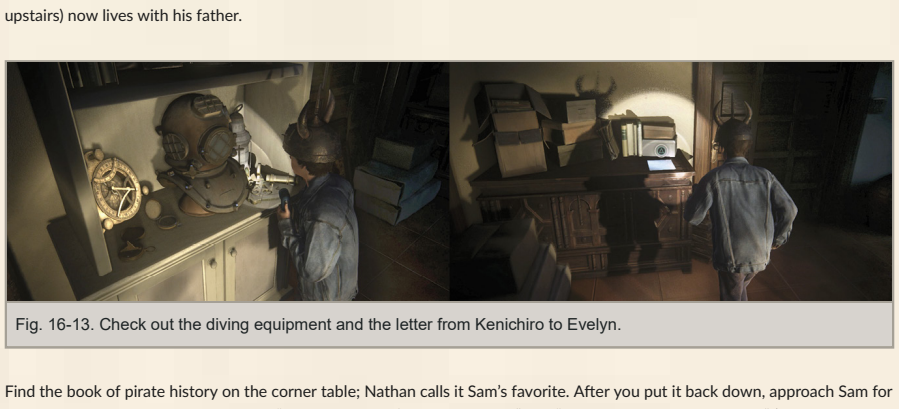


Fig. 16-13. Check out the diving equipment and the letter from Kenichiro to Evelyn.

Find the book of pirate history on the corner table; Nathan calls it Sam's favorite. After you put it back down, approach Sam for two separate Optional Conversations, "Even the Author's Name is a Fake" and "Disintegrate in My Backpack." (After you finish the first chat, the Talk icon reappears over Sam and you can continue with the second chat.)

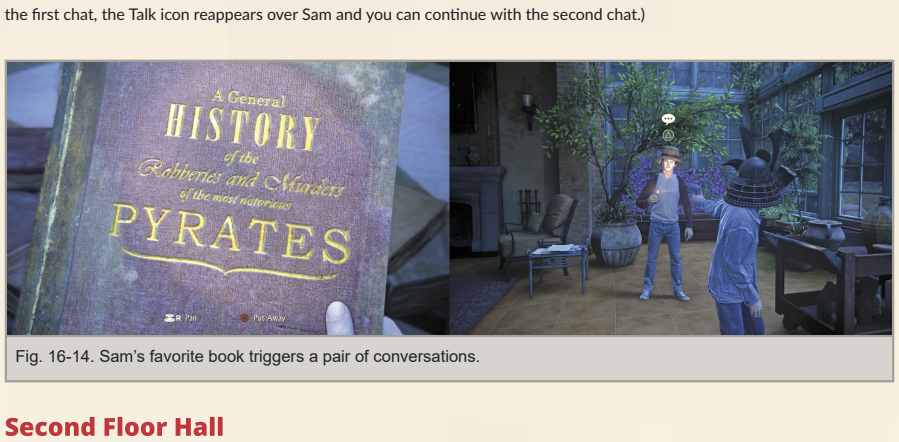


Fig. 16-14. Sam's favorite book triggers a pair of conversations.

Second Floor Hall

Climb the main staircase to find all doors locked along the upper hallway. There is a way to get inside these rooms, of course. In fact, when you head back downstairs, Sam points out the air vent up high on the wall above the wood paneling. But how can you reach it?

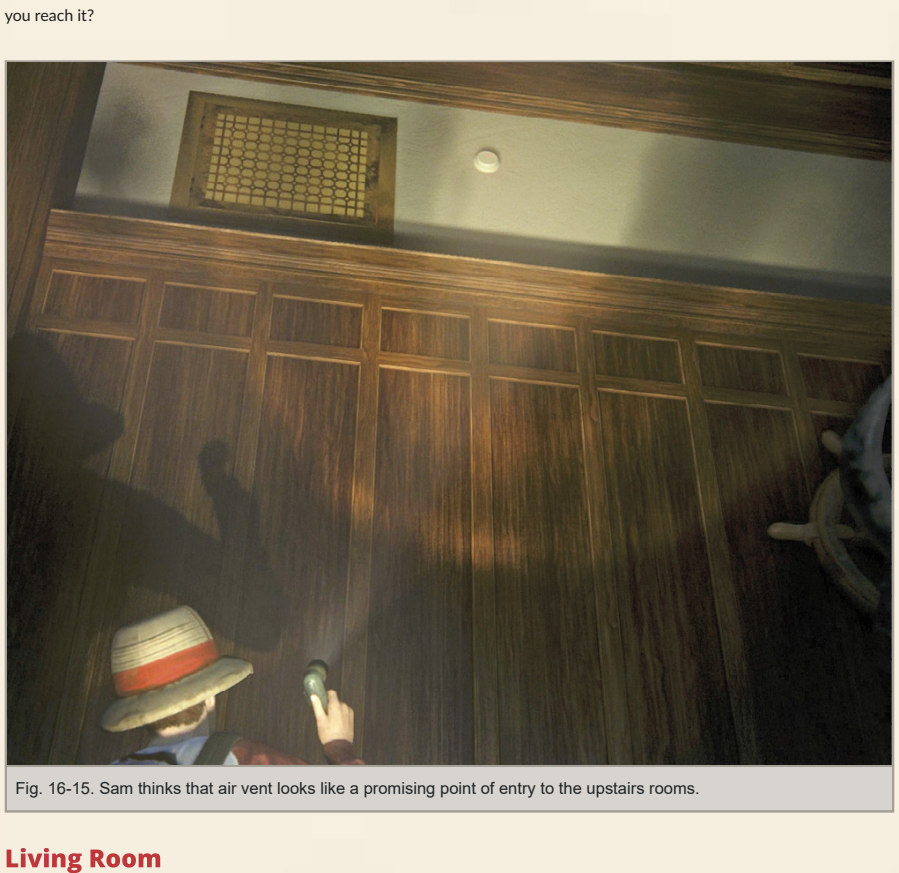


Fig. 16-15. Sam thinks that air vent looks like a promising point of entry to the upstairs rooms.

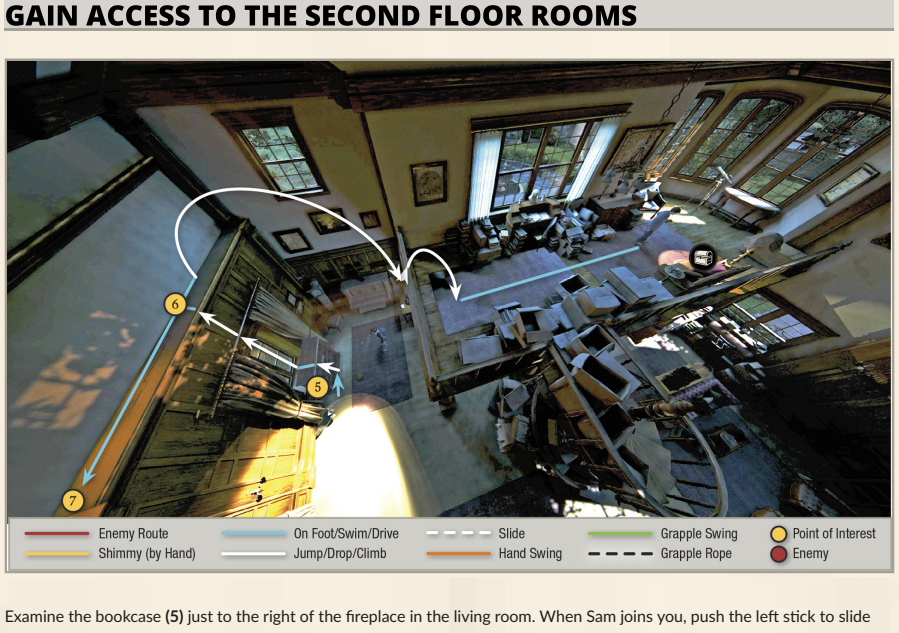
Living Room

Downstairs, turn left into the huge living room. You can play the old-fashioned phonograph next to the staircase banister and pick up a partially burned offer sheet in the fireplace. (It's pretty clear how Evelyn felt about the offer for her sarcophagus.) You can swap out your Persian helmet nearby too, and examine a few other items.

Fig. 16-16. Switch helmets if you want. You soon have a photo to take.

Note that the spiral staircase in the center of the room is blocked by a bunch of boxes labeled "Consignment." These stairs lead to a balcony where you can find a treasure, but you'll have to find another way up. Head over to the bookcase where Sam waits.

GAIN ACCESS TO THE SECOND FLOOR ROOMS



Examine the bookcase **(5)** just to the right of the fireplace in the living room. When Sam joins you, push the left stick to slide the bookcase to the right. As you push, a Polaroid camera drops to the floor. When you finish pushing, Sam picks up the camera and snaps a photo that you can shake to speed up the color development.

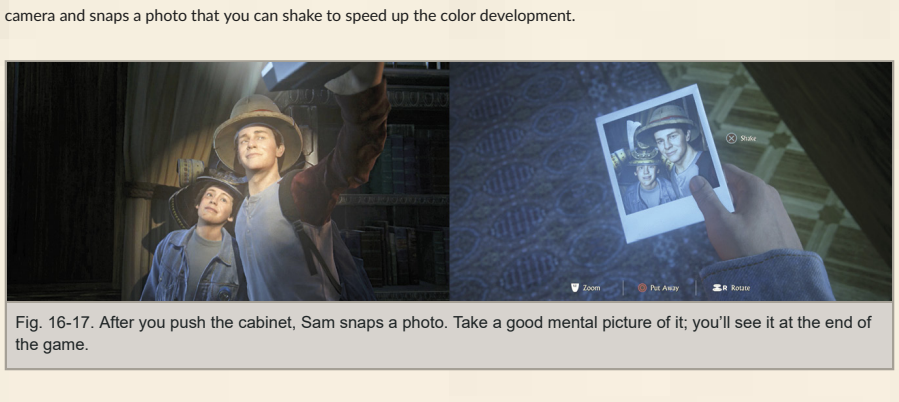
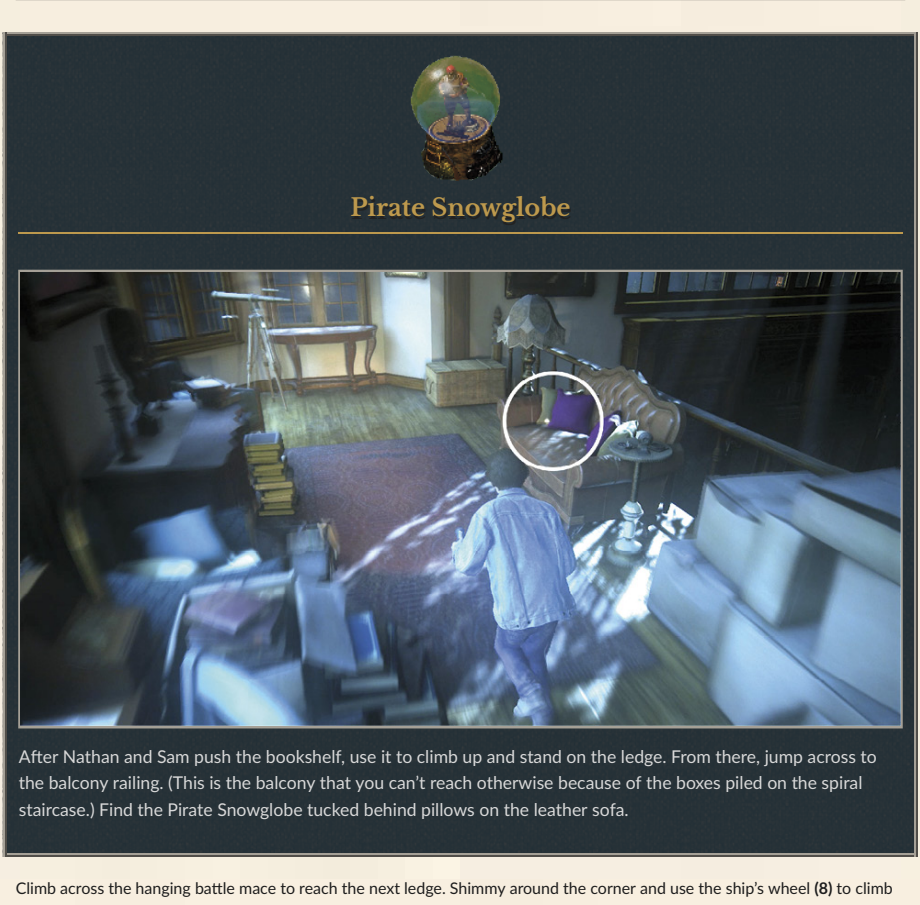


Fig. 16-17. After you push the cabinet, Sam snaps a photo. Take a good mental picture of it; you'll see it at the end of the game.

Pirate Snowglobe



After Nathan and Sam push the bookshelf, use it to climb up and stand on the ledge. From there, jump across to the balcony railing. (This is the balcony that you can't reach otherwise because of the boxes piled on the spiral staircase.) Find the Pirate Snowglobe tucked behind pillows on the leather sofa.

Climb across the hanging battle mace to reach the next ledge. Shimmy around the corner and use the ship's wheel **(8)** to climb to the next ledge. Stand on the ledge and traverse leftward to the vent **(9)**. Pull open the grate to climb in. Crawl down the vent until you reach another grate under you. Tap the controller buttons shown onscreen to kick it open, then drop into the room below.

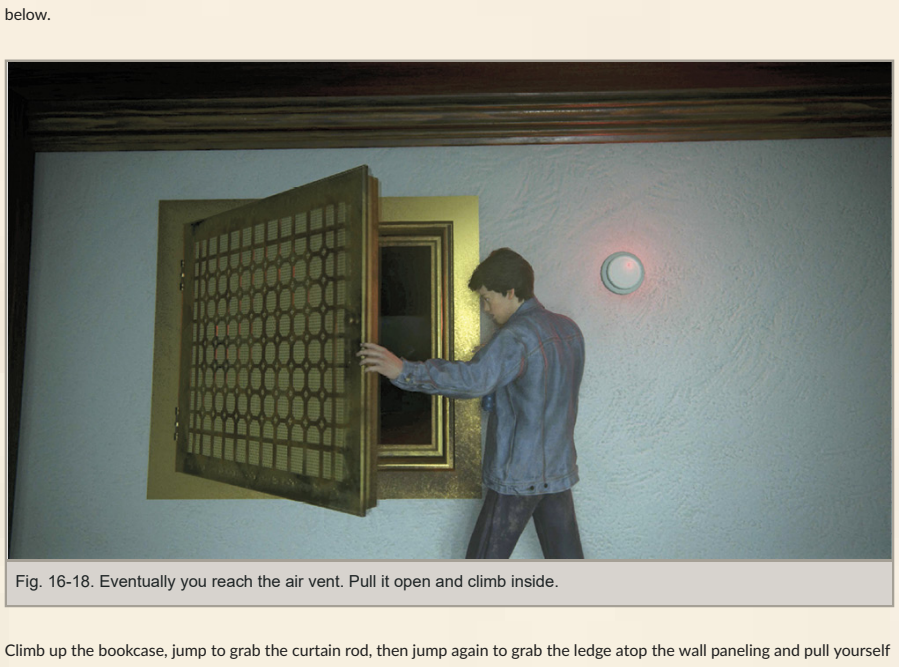
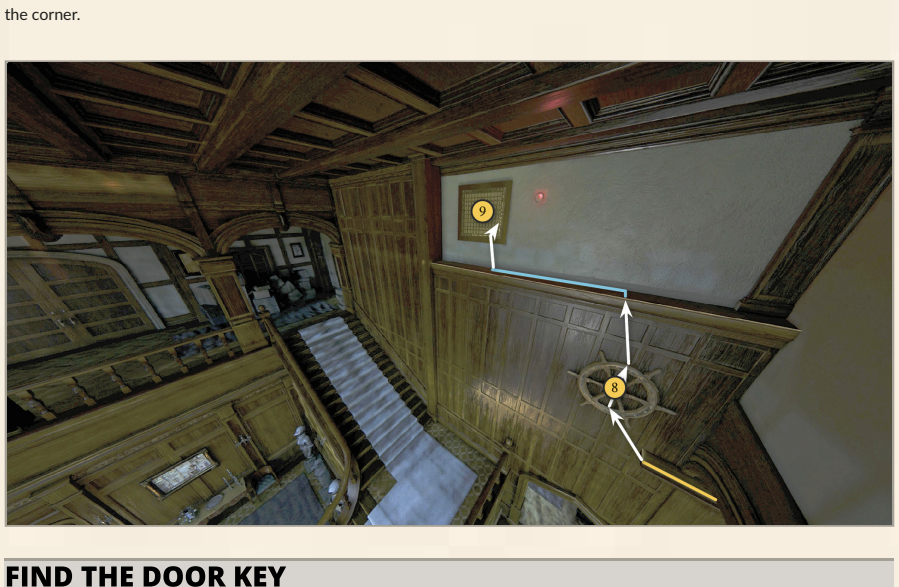


Fig. 16-18. Eventually you reach the air vent. Pull it open and climb inside.

Climb up the bookcase, jump to grab the curtain rod, then jump again to grab the ledge atop the wall paneling and pull yourself up **(6)**. Here you can jump across to the opposite balcony to find a treasure. Then jump right back across to the ledge and traverse to the left **(7)**. When you reach the jaguar statues, jump to grab the wall molding and shimmy past them. Continue to the corner.



FIND THE DOOR KEY

The room has a hospital bed and lots of medical equipment. Examine a vial of painkillers on the small desk and, on the dresser, a sad, painful letter from Edmund to his mother. Pick up the family photo from the bed table—looks like Evelyn, Ken, and Eddie. Finally, nab the key from the chest of drawers next to the hospital bed. Now you can open the door for Sam.

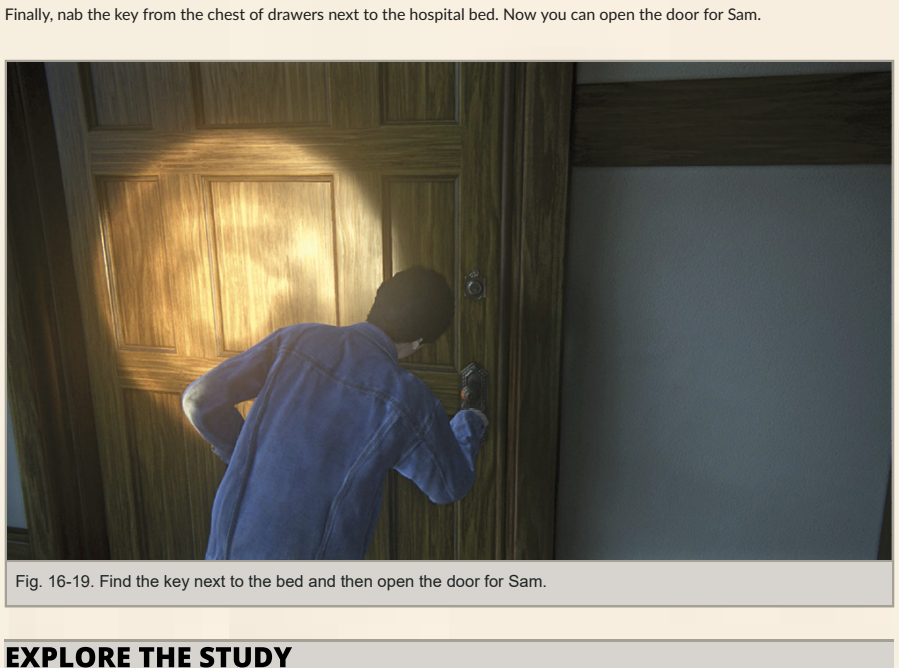


Fig. 16-19. Find the key next to the bed and then open the door for Sam.

EXPLORE THE STUDY

Exit the convalescent bedroom and go to the single door at the end of the upstairs hall. It leads into a study full of books and boxes. Pick up and examine journals—one on the banker's desk near the door, and one in the box on the floor. Finally, open the box tucked underneath the front of the main desk to trigger the cutscene: Sam and Nathan pull out the journal of their mother, Cassandra Morgan.

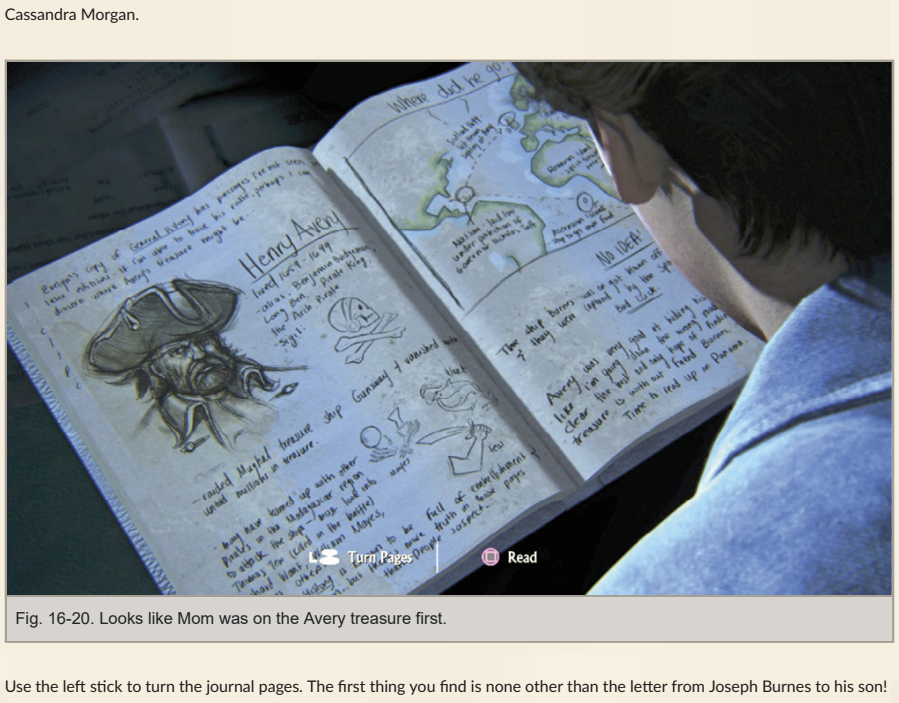
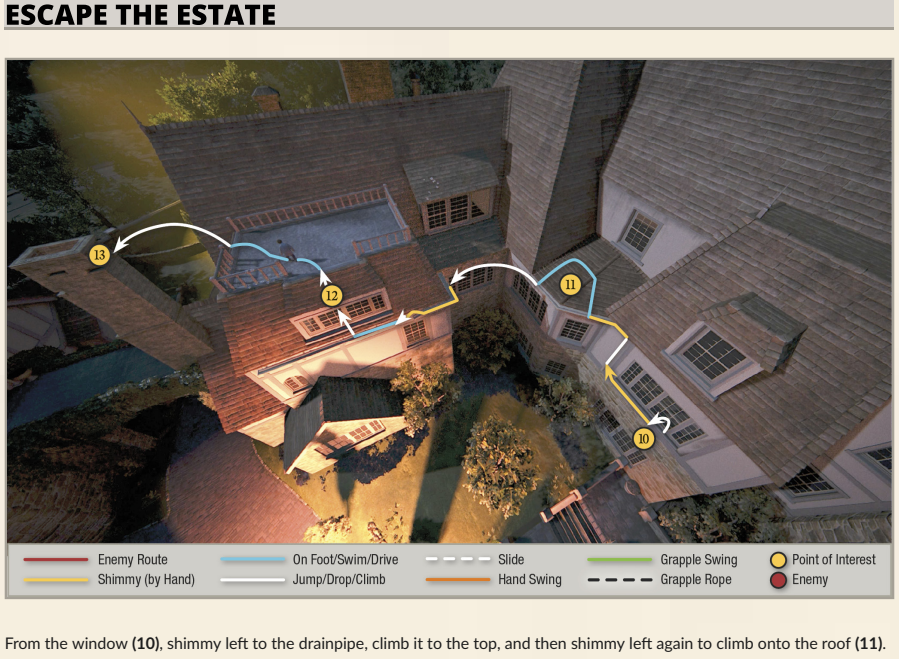


Fig. 16-20. Looks like Mom was on the Avery treasure first.

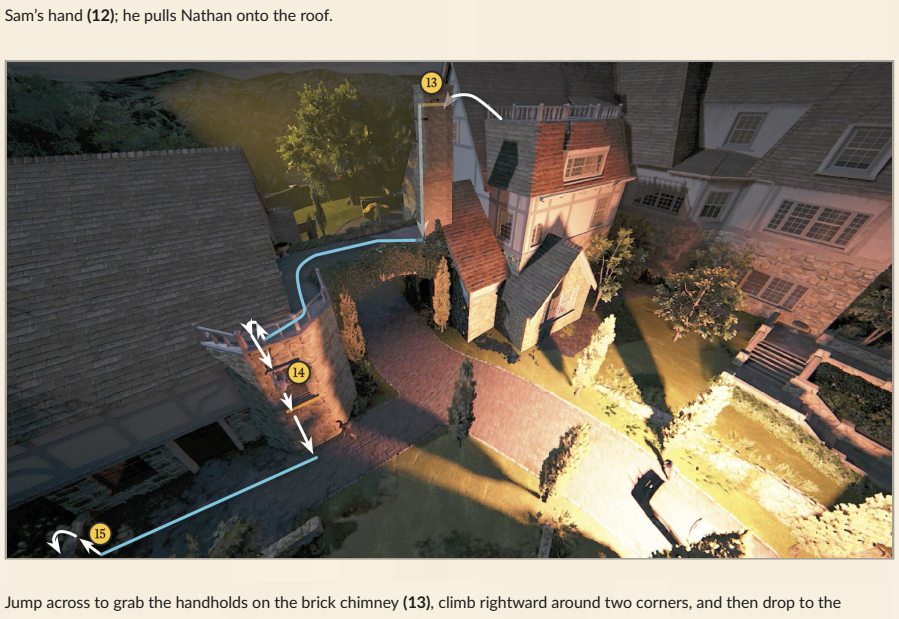
Use the left stick to turn the journal pages. The first thing you find is none other than the letter from Joseph Burnes to his son! More pages include research on Avery's *Gunsway* heist. When you get to the end, another cutscene plays: The Drake boys meet the current owner of Cassandra Morgan's writings and research. When the scene ends, Nathan is hanging outside the window as the police beat down the door inside. Time to run!

Fig. 16-21. Nathan and Sam meet Evelyn, the manor's owner, and learn some surprising secrets about their mother.

ESCAPE THE ESTATE



From the window **(10)**, shimmy left to the drainpipe, climb it to the top, and then shimmy left again to climb onto the roof **(11)**. Jump across to grab the next gutter and shimmy left again to the windows. Climb up the window frames and jump to grab Sam's hand **(12)**; he pulls Nathan onto the roof.



Jump across to grab the handholds on the brick chimney **(13)**, climb rightward around two corners, and then drop to the rooftop below. Follow Sam across the roof and over the balustrade, and then use the windowsills **(14)** to drop safely, sill by sill, to the ground. The moment you land, police officers spot you and gives chase. Turn left, run past the door, and hop over the low wall **(15)**.

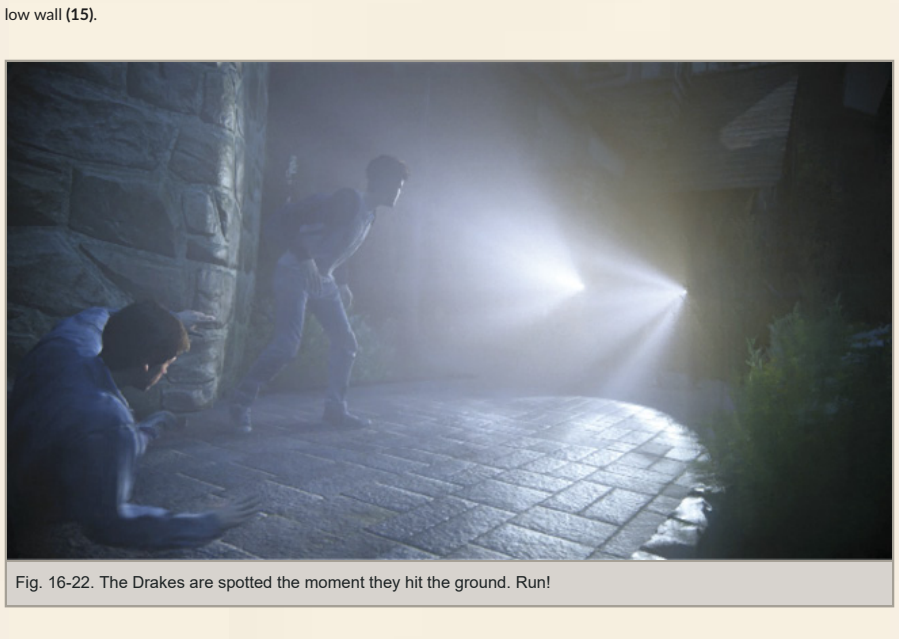
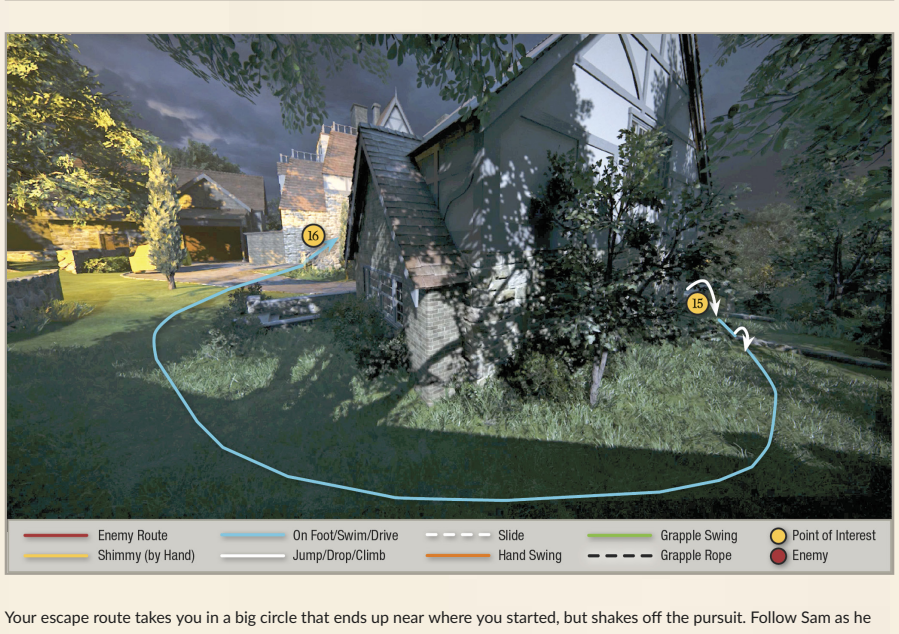


Fig. 16-22. The Drakes are spotted the moment they hit the ground. Run!



Your escape route takes you in a big circle that ends up near where you started, but shakes off the pursuit. Follow Sam as he runs around the house and then dodges the converging cops to dart up the staircase **(16)**. At the top, follow Sam over the railing then up the driveway. Veer left at the cop car **(17)** and sprint up the stairs to the front entrance. Then cut downstairs and try to evade the waiting cop.

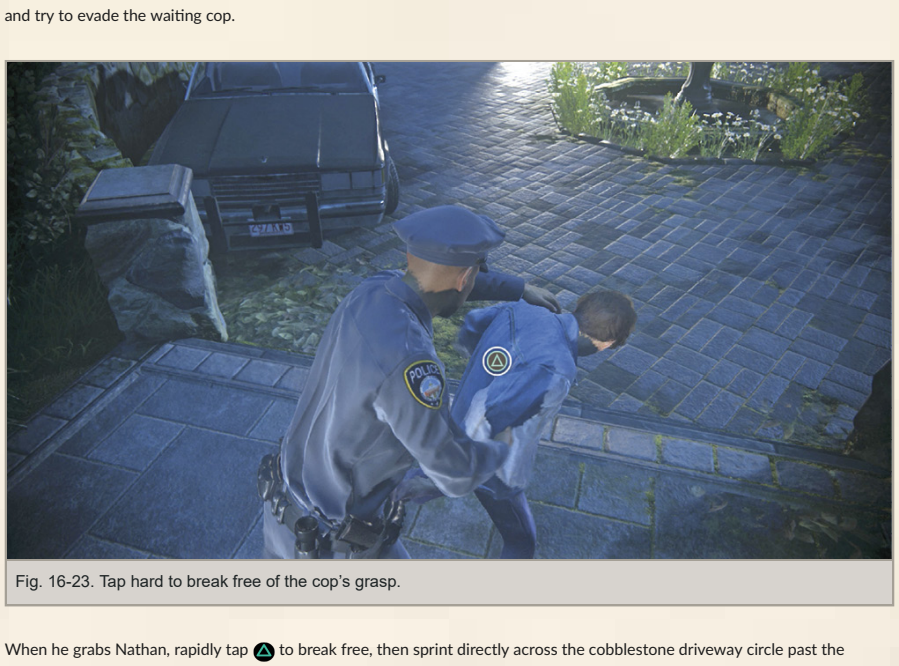
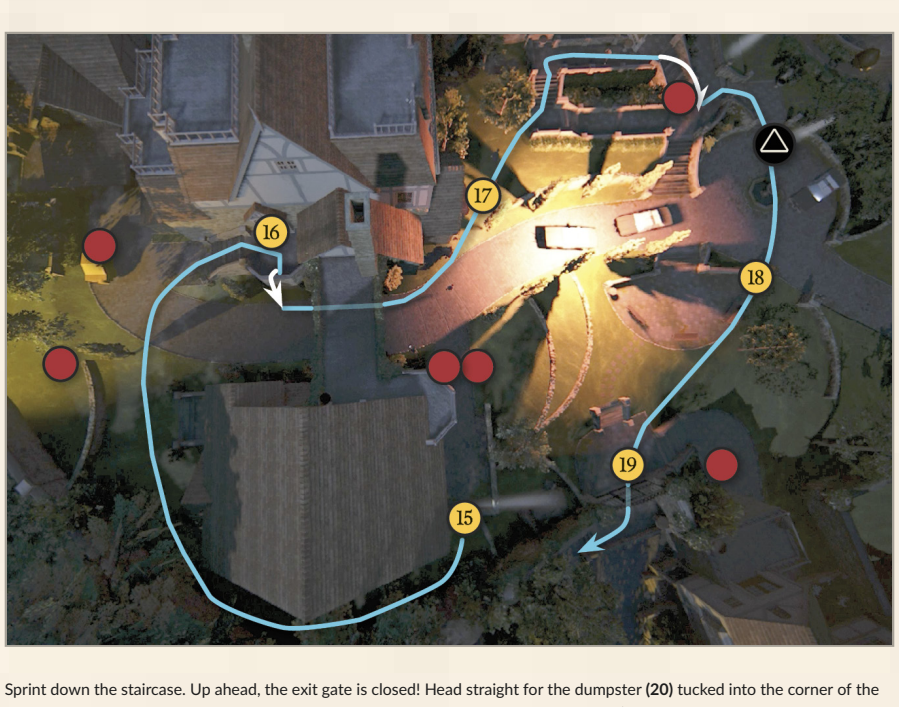


Fig. 16-23. Tap hard to break free of the cop's grasp.

When he grabs Nathan, rapidly tap △ to break free, then sprint directly across the cobblestone driveway circle past the fountain in the center to the other side **(18)** where Sam is fleeing. Follow him through the open side gate **(19)**.

Fig. 16-24. When in doubt, follow Sam!



Sprint down the staircase. Up ahead, the exit gate is closed! Head straight for the dumpster **(20)** tucked into the corner of the stone wall next to the gate. Climb onto the dumpster, turn left, and jump up to grab Sam's hand. Then follow him as he leaps off the top of the wall to the ground below, near the motorcycle. When Nathan jumps, the chase is over. You made it!

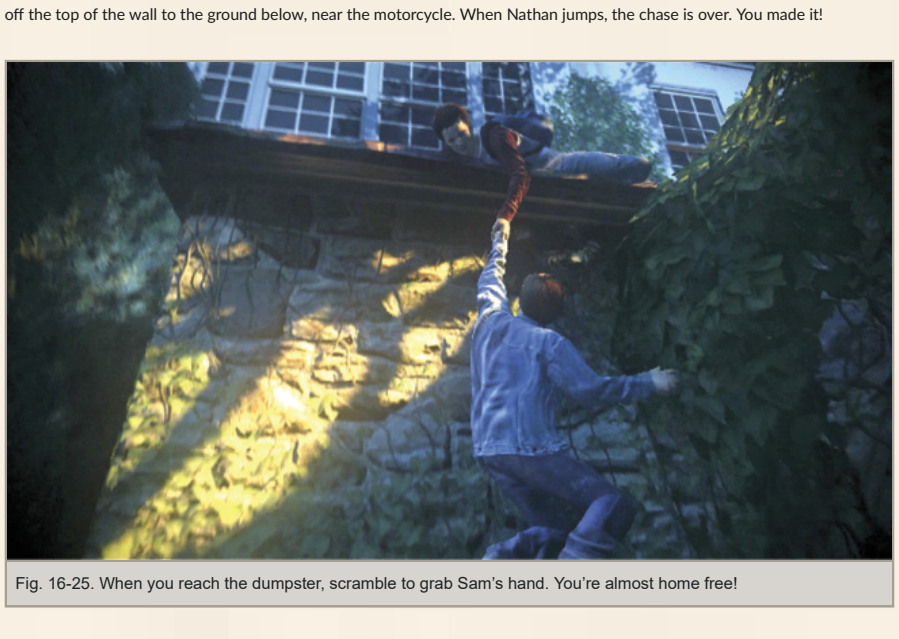
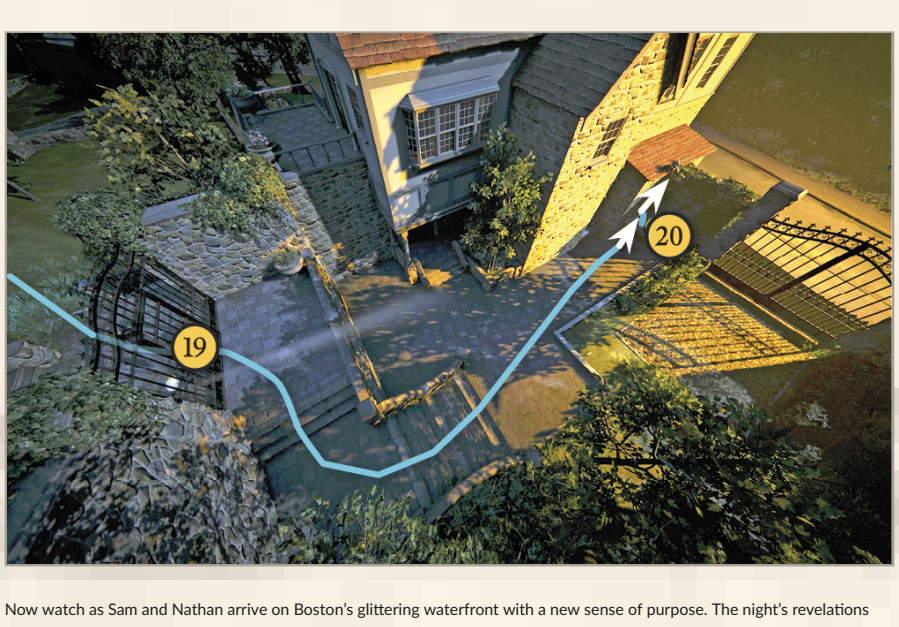
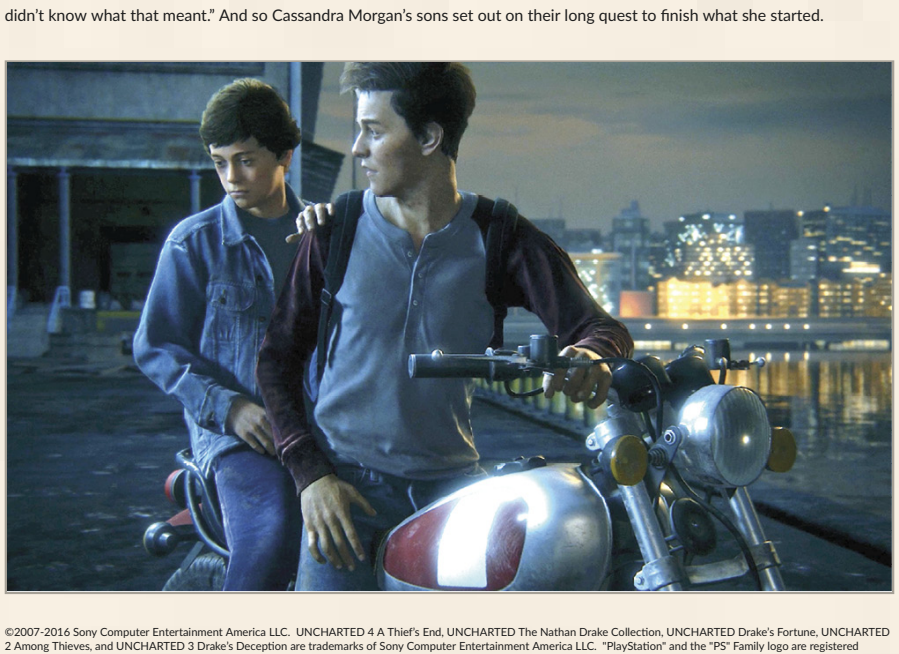


Fig. 16-25. When you reach the dumpster, scramble to grab Sam's hand. You're almost home free!



Now watch as Sam and Nathan arrive on Boston's glittering waterfront with a new sense of purpose. The night's revelations have changed the game for them. As Sam puts it, "I always felt that we were destined for something great. Until tonight, I didn't know what that meant." And so Cassandra Morgan's sons set out on their long quest to finish what she started.



PRIMA GAMES

UNCHARTED 4
A Thief's End™

Story Walkthrough

Chapter 17: For Better or Worse

Nathan finishes telling Elena the story of the brothers Drake as she helps him recover. It may not be everything…but as Elena says, “it’s a lot.” After a radio check-in with Sully in his seaplane, the couple gears up to rescue Sam from the mercenary clutches of Rafe and Nadine.

17
For Better or Worse

Collectibles

Treasures: 6

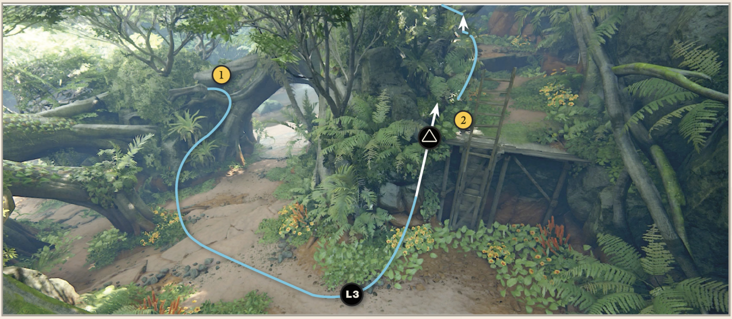
Chapter Specific Trophy: “Just Floor It”

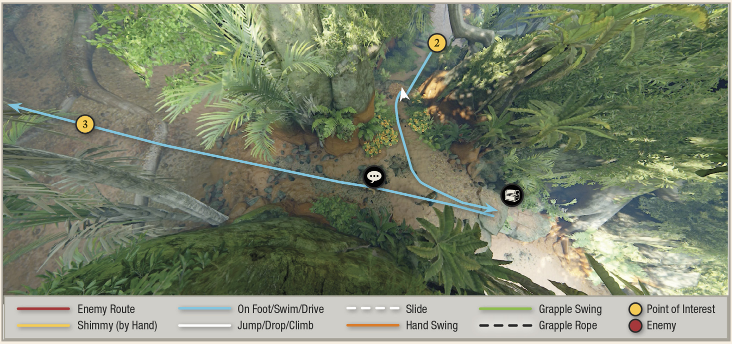
Optional Conversations: 6

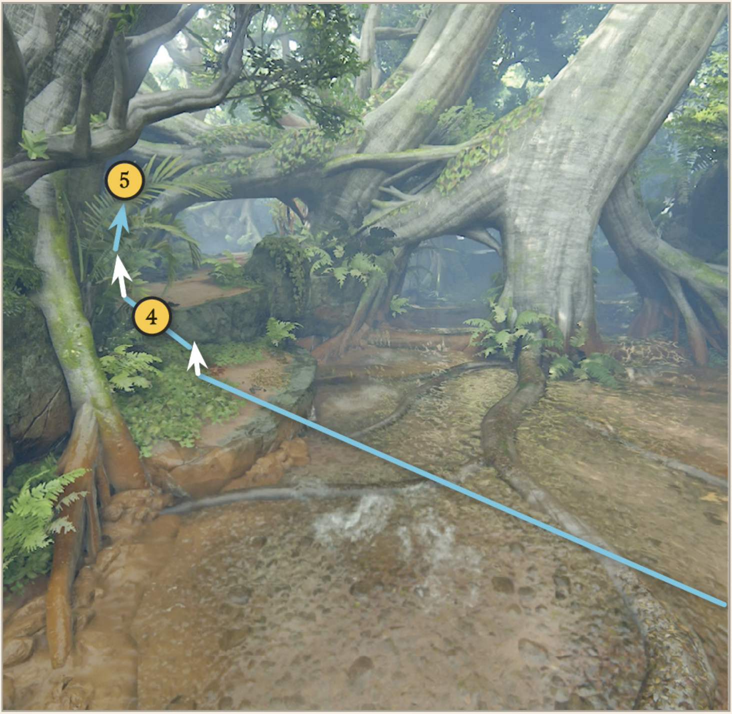
Optional Journal Notes: 1

Optional Journal Entries: 2

GET TO THE 4X4







From the start **(1)**, move across the river and climb the hill to the raised ladder **(2)**. Press **L3** to look at the 4x4 waiting for you, and then boost Elena up the ladder; she kicks it down for you. Climb up and follow the narrow path to a small clearing where an Optional Conversation, “Have You Been Here Long” can be had with Elena. To the left is a treasure near the edge of the hill.

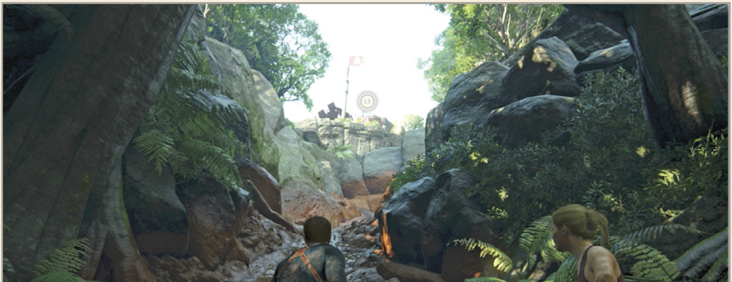
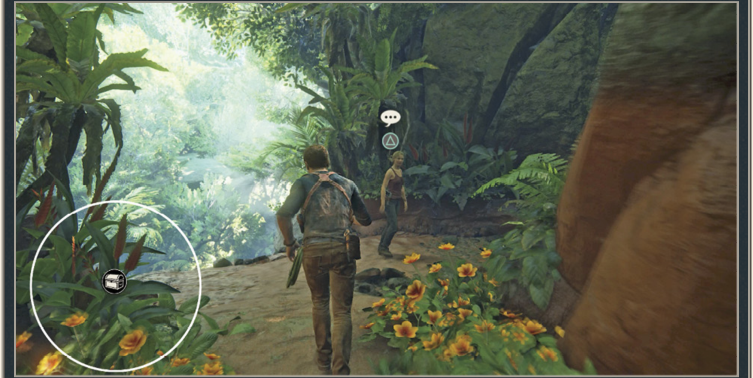


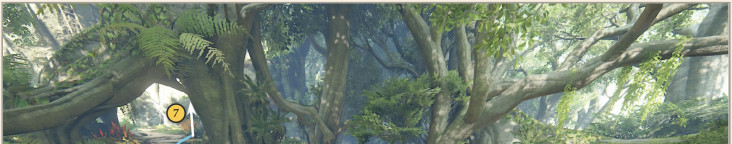
Fig. 17-3. Elena points to the Shoreline 4x4 she stole and the long muddy hill she slid down to find Nate.

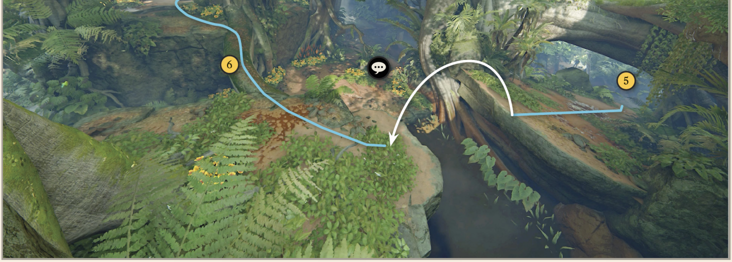
Mughal Flared Vase



After you climb the ladder, head uphill and turn left where the first Optional Conversation with Elena is initiated. The Mughal Flared Vase is at the small falls' edge.

Proceed across the shallow stream, over big roots **(3)**, and up the red clay ledges **(4)** on the opposite bank. Elena will take the next path to the right. Go underneath the tree root arch **(5)** on the ledge.





Optional Routes

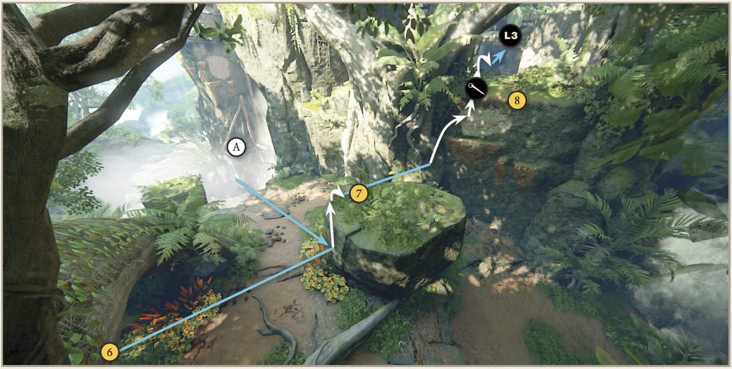
After passing under the tree root arch and reaching a gap, turn and look to the path on your right. You'll see Elena waiting for you to talk to her. This is the Optional Conversation, "Did Sully Fill You In." If you are on a speedrun, ignore this and keep truckin' along our mapped route. If you jump down to talk to her, there is an alternate (longer) path you can take by moving under the root bridge **(6)**, passing the view of the elevator **(A)** on your left (which the couple comments on if you press **L3**) and then turning right to continue up the ledges to reach the rock terrace **(7)**.

Fig. 17-5. After listening to Elena's second Optional Conversation, pass under the tree root bridge and continue along the path to the right.

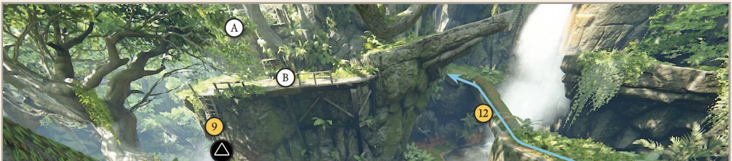
Back On Track

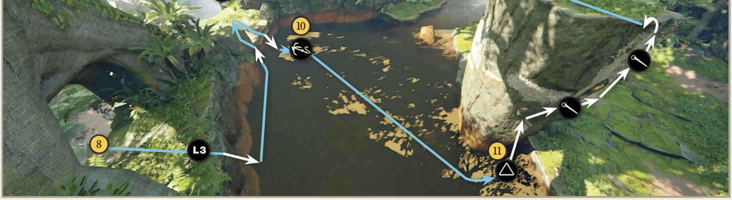
If you ignore the second Optional Conversation, jump over the gap and walk across the root bridge **(6)**. Climb onto the rock terrace **(7)** and jump across to the far wall. Use the piton on the porous surface **(8)** to climb the ledge. Press **L3** to catch a closer view of Elena's Shoreline 4x4.

Fig. 17-6. So close, yet so far away.



GET UP THE TOWER





Drop down into the river. Swim over to the ledge and examine the broken ladder **(9)** to boost Elena up. She pushes the crate (B) over the ledge and it comes to rest **(10)** in the river. Attach your grapple hook to it. Move toward the rock pillar **(11)** and press **L1** to pull the crate through the water into position at the pillar's base. When the crate reaches ground you can grab it △ and pull it into place under the handholds on the pillar. Then use the crate to climb up to the pillar, while using your piton on the pockmarked, porous patches. At the top, walk across the fallen tree trunk **(12)** and climb the ledge beyond.

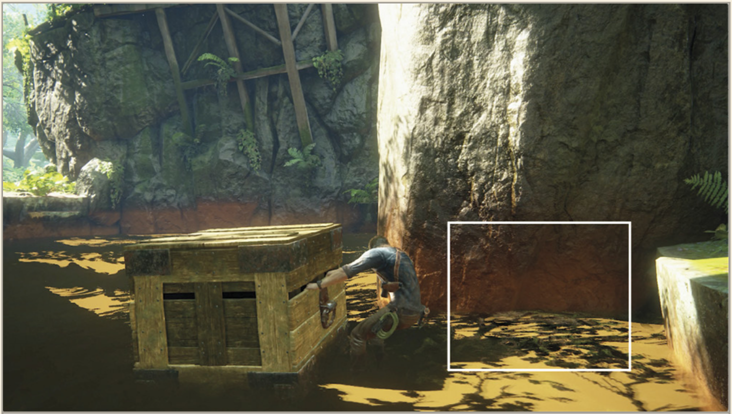
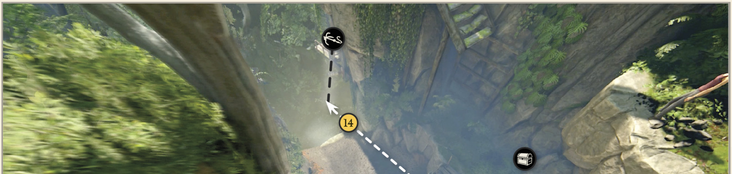
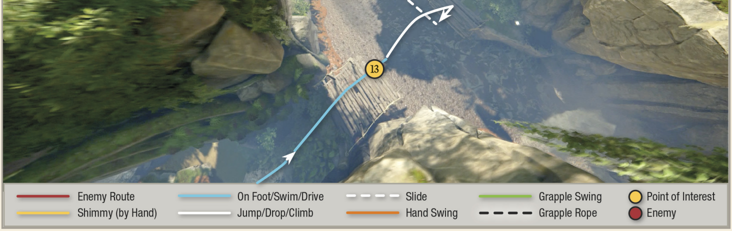


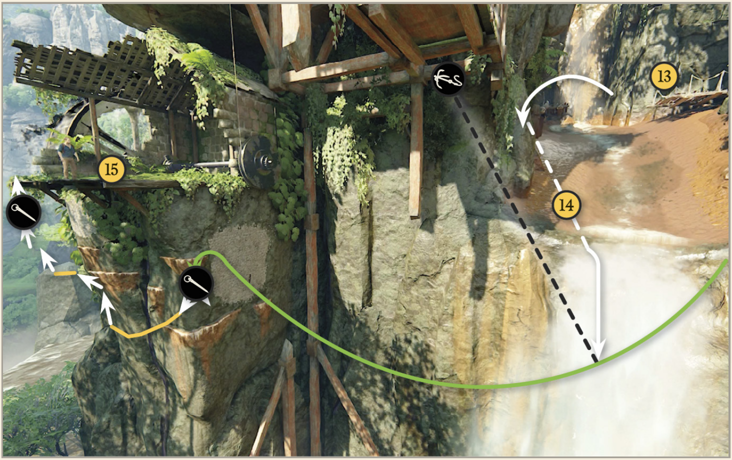
Fig. 17-7. After Elena pushes the crate down, move it here so you can climb the tall rock pillar.

FIND AND USE THE ELEVATOR





Approach the broken bridge **(13)** and get ready for a wild slide. (Note the treasure glowing on the opposite platform; you can't reach it yet, but don't forget it's there.) When you try to hop across the bridge gap, the span collapses and Nathan slides downstream! (You can't avoid this.) Just before the waterfall drop-off **(14)**, fling your hook at the grapple point above. Swing around the rock face and leap for the handholds or the porous piton section on the cliff under the waterwheel mechanism. Shimmy left around the corner and climb leftward then upward (using your piton) to the platform **(15)**.



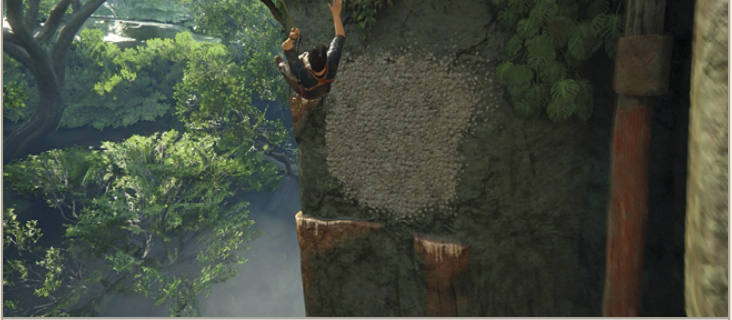
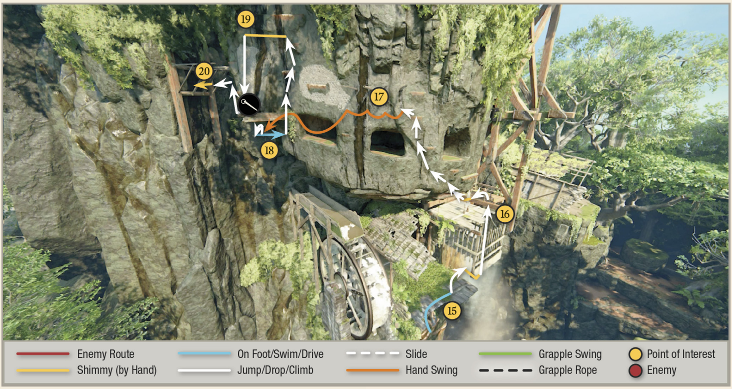


Fig. 17-8. Swing for the piton section or the handholds below.



Elena lowers the elevator platform to your level. Hop to the horizontal beam, then shimmy around the corner to the right; Elena raises the elevator partway but it gets stuck **(16)**. Shimmy to the left, jump to the cliff, and use the handholds to climb leftward diagonally to the series of poles **(17)**. Hand-walk across them and swing to the big mossy beam **(18)**. Pull up and walk on the beam toward the canyon wall. Climb up the wall and shimmy left to the end of the ledge **(19)** where you hang directly above a long section of soft pockmarked rock. Drop from the ledge but quickly hit □ to stab the porous wall with your piton.

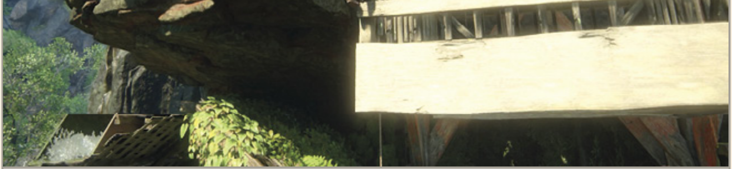


Fig. 17-9. Leap from the stuck elevator to the hive-looking rock face.

Use the handholds to the left to reach the broken horizontal strut **(20)** jutting from the frame. When you grab hold, it starts to sag...and suddenly two Shoreline mercenaries appear on the next platform! While hanging, gun down the goon on the left while Elena swiftly KOs the goon on the right. Then swing and leap to the clearing **(21)**.

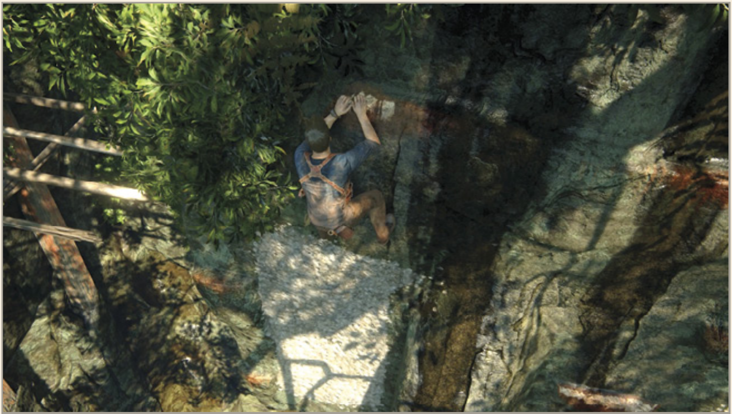
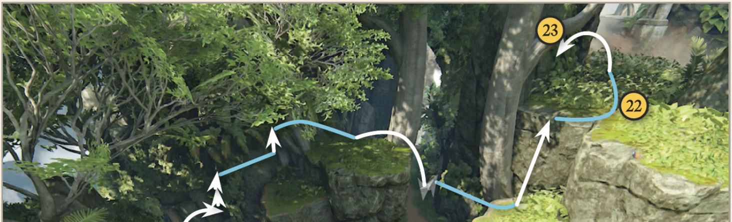
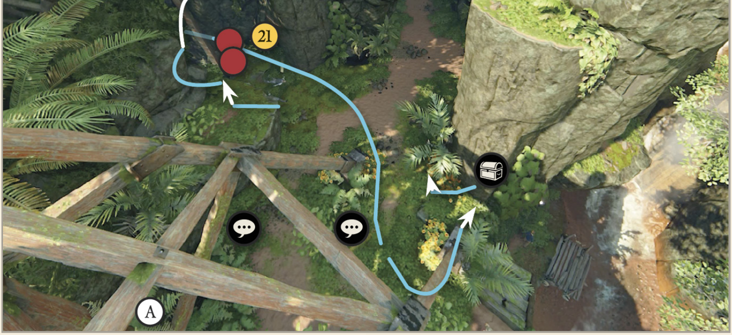


Fig. 17-10. Drop from the last grip point and stab the porous rock with your piton.





Now you can go get that treasure you had to bypass earlier when the bridge collapsed. Use the large ladder and broken bridge to return to higher ground. Approach the elevator **(A)** to the left. Two consecutive Optional Conversations occur here: “Quite a Feat” and “At Least I Didn’t Lie Again.”

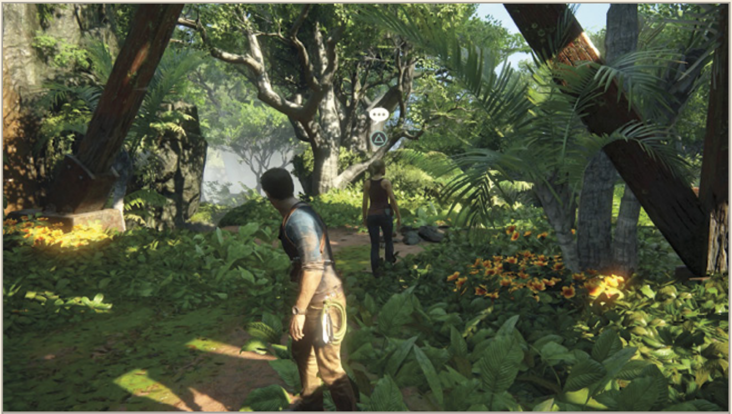
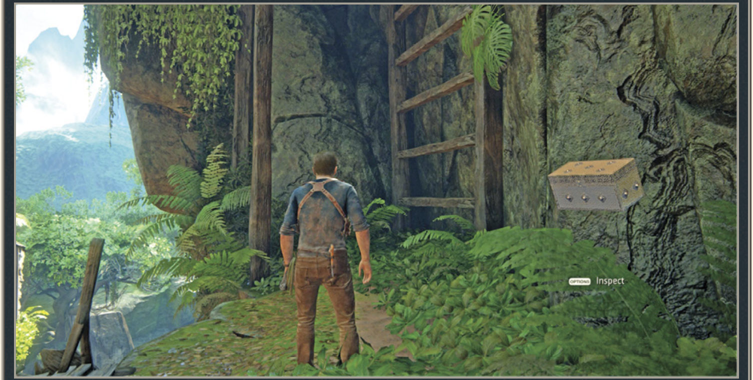


Fig. 17-11. Make sure to approach the elevator here to trigger two Optional Conversations with Elena.

After conversing with your wife, return and follow our climbing route to work your way to the terraces **(22)** and then jump across into the tall camouflaging foliage **(23)** overlooking the river. From here, you can see Elena’s 4x4...and the Shoreline squad camped on the other side!

Mughal Hinged Box



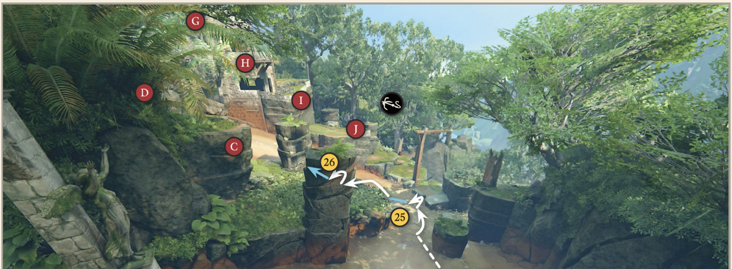
After you take out the first two guards, move directly across the clearing and drop onto the riverside ledge below to snag the Mughal Hinged Box. Climb the wooden frame and broken bridge to get back up to the clearing near the elevator.

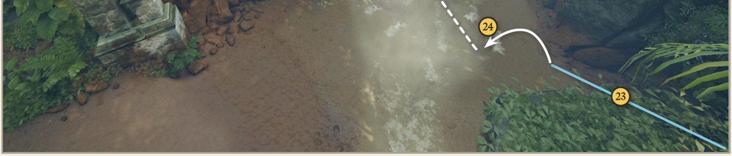
STRATEGY OPTIONS AHEAD

There are two ways to approach this next confrontation with Shoreline to get to your 4x4 on the hill. You can kill them all, or you can avoid killing any of them and earn the “Just Floor It!” trophy. We cover the Kill-’Em-All route first. So if you want the trophy, skip to the “Just Floor It!” strategy ahead.

KILL ’EM ALL

Optional Battle Strategy





THE NO TROPHY ROUTE

If you are trying to earn all the trophies in this playthrough, then skip this optional strategy and jump to the "Just Floor It!" strategy.

You need that 4x4, but it's well guarded. Note the sniper **(G)** with laser scope atop the tower by the flag. He has the longest range of sight of all the Shoreline soldiers. (When playing on Crushing, watch out for a Turret near location **(G)**.) The troopers are deployed on multiple levels so you can eliminate them one by one with stealth takedowns, if you want. Here's a stealth path to the sniper.

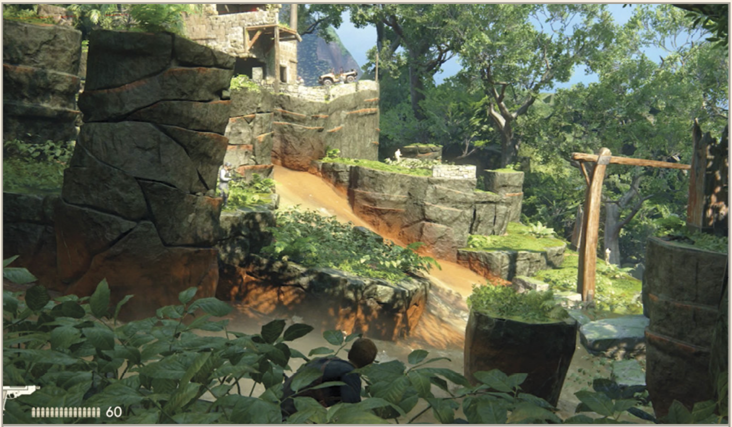
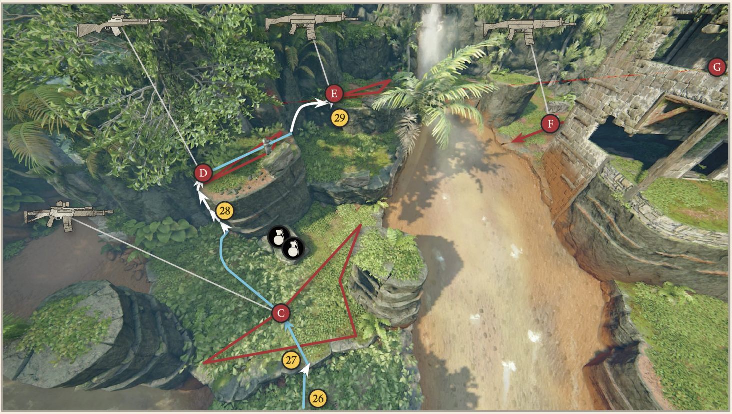


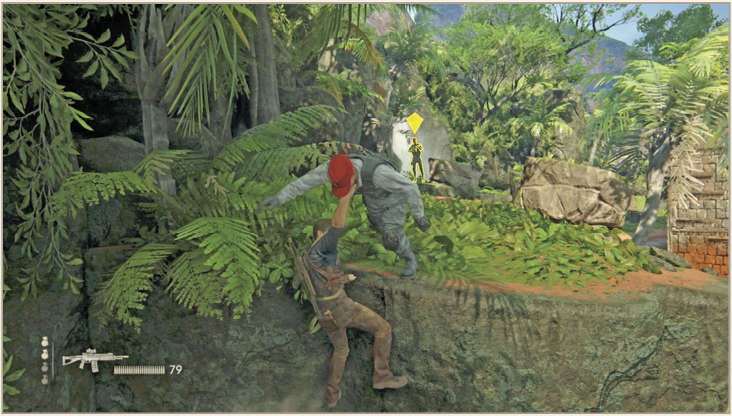
Fig. 17-13. Choose an attack plan that best suits your desire for trophies.

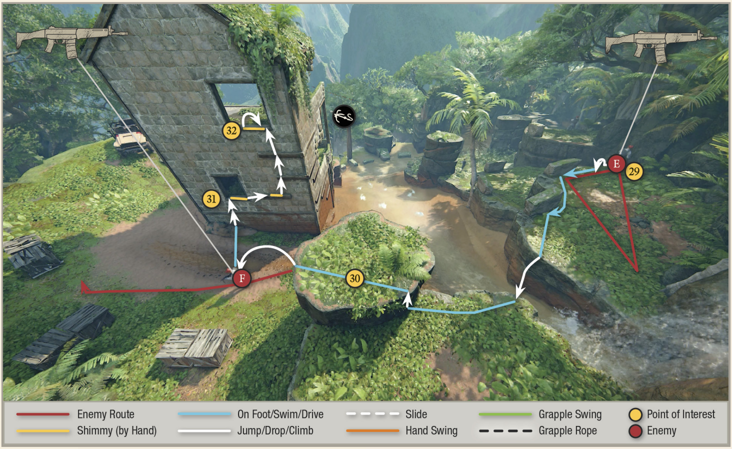
First, wait for all guards in sight range to be turned away, then hop into the river off the right side of the ledge **(24)** and slide to the rock

pillar **(25)** downstream in the river's middle. Jump and latch onto the backside of the pillar. Hang onto the side if a guard is watching. Pull up to the top and then run and jump to the landmass **(26)** on the river's opposite side. Duck into the tall plants to hide.



Push forward to the top of the next step in the ledge **(27)** and wait for the approaching guard **(C)** to move close, then take him down quietly in the thick plant life. (Don't be surprised if Elena takes him down before you do.) Then climb to hang from the platform to the left **(28)** and pull down the guard pacing there **(D)**. Hang on the side of the ledge and wait until no other guards are looking including the sniper, and then hustle along the top of the pillar and jump to the next terrace **(29)** to pull down the guard posted there too **(E)**. Quickly dive into cover behind the nearby low wall.





Spot the trooper patrolling below **(F)**. Wait until he faces away; make sure the tower sniper isn't looking; and then leap across the river where it's narrow in front of the waterfall to the next platform **(30)**. Move carefully to the edge overlooking the pacing guard below **(F)**. Drop directly onto him for a vertical takedown. Now climb the wall beam to the back window **(30)** of the sniper tower. Scale the wall and hang from the upper right windowsill **(32)**, watching the sniper on this floor through the window.

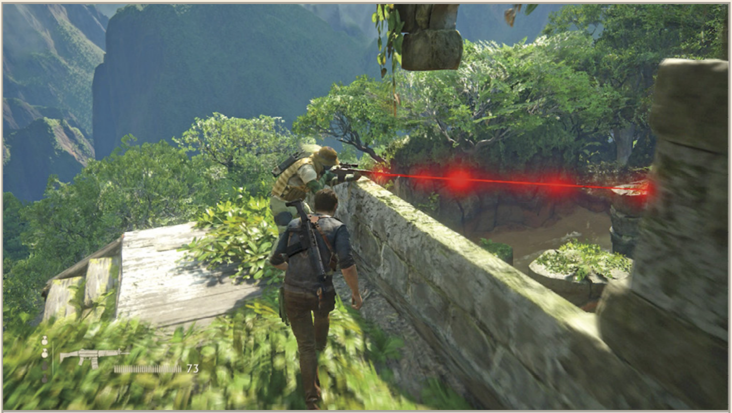
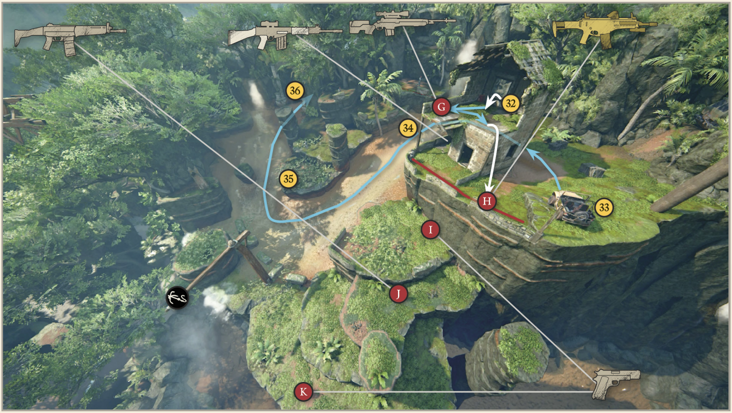


Fig. 17-15. Come up beside the sniper from the second story window and stealthily dispatch him and take his weapon.



When the sniper **(G)** has his back to you, hop through and take him down from behind (pulling him toward you and not kicking him over the edge so you can have his powerful **M14 Custom** sniper rifle). Next, execute a vertical takedown on the heavy trooper pacing below **(H)**. Then take cover at the low wall and use the sniper rifle to pick off the remaining three Shoreline guards below. Keep in mind, once you break your stealth by firing a weapon, guards will break their patrol route and search for you. If you shoot **(K)** first, you will likely find **(J** & **I)** across the river **(35)** looking for you.

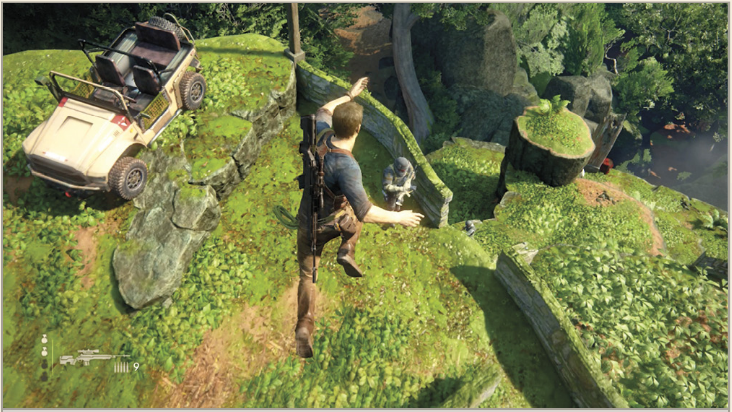


Fig. 17-16. Perform a vertical takedown on the helmeted, ARX-160-toting Shoreline guard.

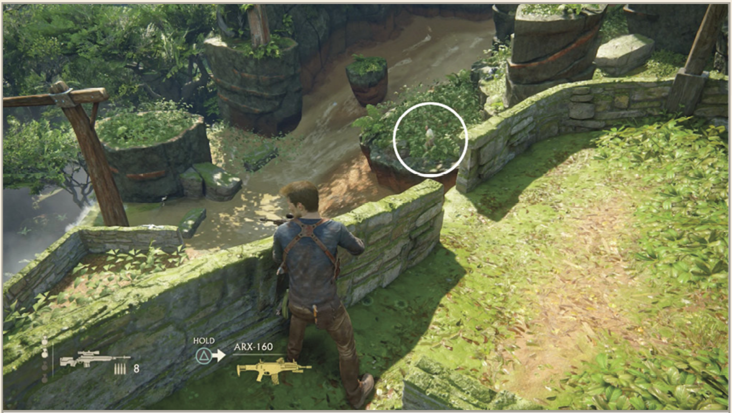
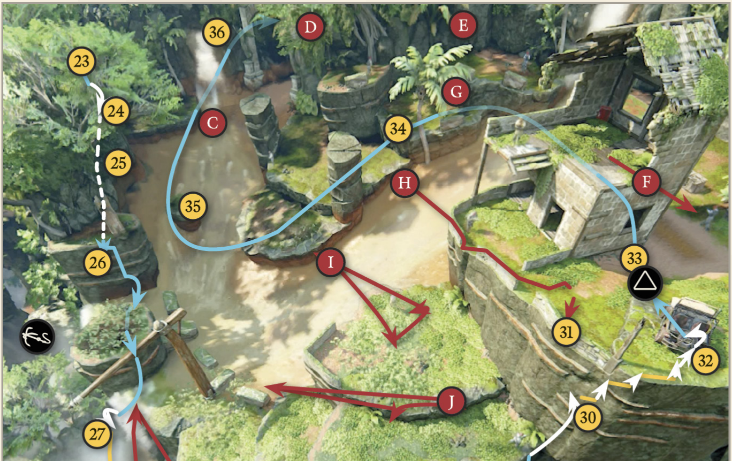
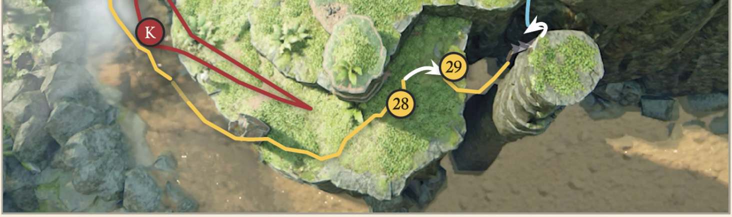


Fig. 17-17. Use the sniper's rifle to wipe out the remaining three guards on the lower terraces.

Once the area is clear, hop into the 4x4 **(33)** and steer downhill behind the sniper tower and into the river. Turn left to drive downstream **(34)**, then turn right at the fork **(35)** and proceed upstream through the arch **(36)** and over a pair of drop-offs for the checkpoint.

JUST FLOOR IT!





Optional Battle Strategy

THE TROPHY ROUTE

If you are trying to earn all the trophies in this playthrough, then use this alternative strategy to earn the "Just Floor It!" trophy.

To earn the "Just Floor It!" trophy, you must drive off in the 4x4 and reach the next checkpoint without killing anyone (intentionally or unintentionally). This strategy diverges from the previous one at step **(25)**. Note the sniper **(G)** with laser scope atop the tower by the flag. He has the longest range of sight of all the Shoreline soldiers. The troopers are deployed on multiple levels. Here's a stealthy path to the 4x4.

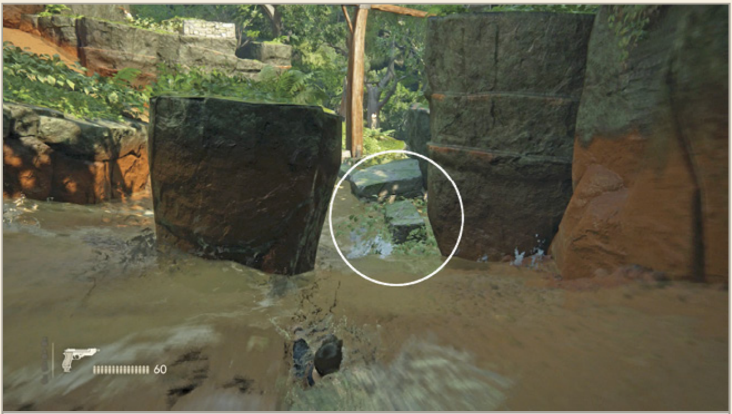


Fig. 17-18. Slide downriver between the pillars and aim for the camouflaging flora.

When guards **(C, I, & K)** are walking away from you, jump from the right side of the ledge **(23)** and into the river **(24)**. Slide to the right of the river pillar **(25)**. Steer your slide to end up in the thick vegetation next to the first boulder **(26)** you come to near the falls. Follow the boulders around through the vegetation (there's one clear spot, so watch for soldiers) until you are at the base of the grapple post. When guard **(K)** is walking away, simply walk through the vegetation on land and then drop over the side of the cliff **(27)** and shimmy along the edge of the terrace until you reach the far edge **(28)** (where if you go any further, guard **(J)** could spot you when he's at his rightmost patrol position).

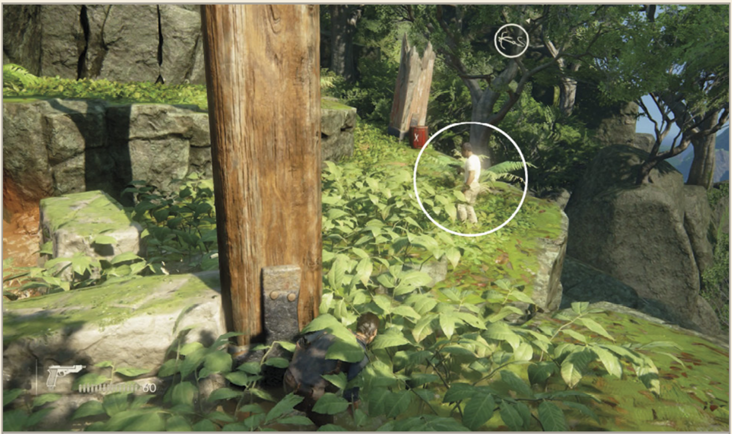


Fig. 17-19. Use the flora around the grapple post to hide and wait for the lowest guard to walk away.

When guard **(J)** has left his rightmost patrol point, continue to shimmy around the corner and then face and jump to the pillar **(29)**. Quickly shimmy around out of sight. Jump up the multiple grip points and when guards **(J** & **H)** are not looking, jump from the top of the pillar to the grips on the side of the canyon wall **(30)**. Work your way right and upward to stay out of sight of the helmeted guard **(H)**. He will look over the edge behind the 4x4 area **(31)**. So climb to the top edge **(32)** and hang there and watch guard movement.

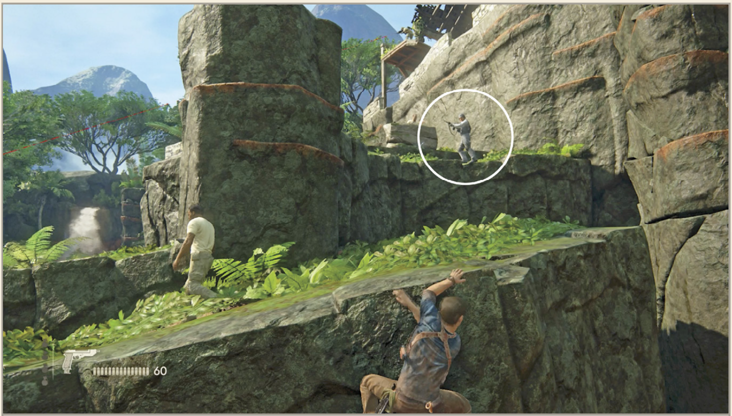


Fig. 17-20. Shimmy along the entire length of the low terrace and jump to the pillar when this guard is not looking.

When the helmeted guard and the guard **(F)** behind the sniper tower both walk away, pull up to the top of the cliff, enter the 4x4 **(33)** and speed off around the backside of the guard tower.

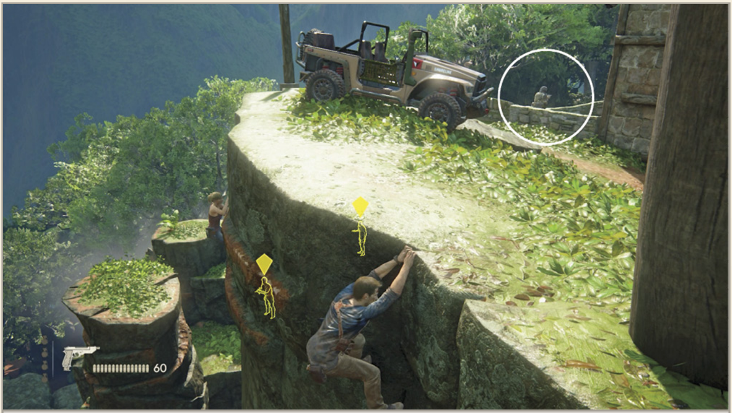


Fig. 17-21. To avoid a lot of damage, wait to enter the 4x4 until the helmeted guard is at a far patrol position.

Avoid running over guard **(F)** behind the tower. You will take damage but you will survive by following the stream **(34)**. When making the sharp right turn **(35)** to head up stream, make sure to get as close to the right side rock wall as possible to avoid most of the enemy fire. A guard or two enter the stream to get a shot at you from behind. Sticking to this wall keeps you alive. Once you drive through the arches upstream **(36)**, you're home free. Drive over the drop along the next path to reach the checkpoint and earn the trophy.

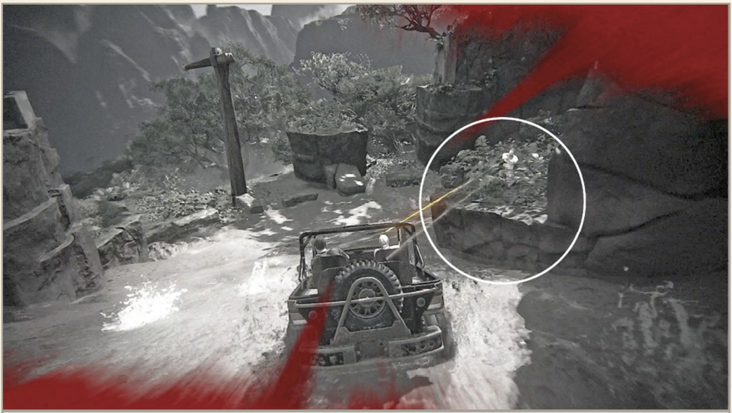
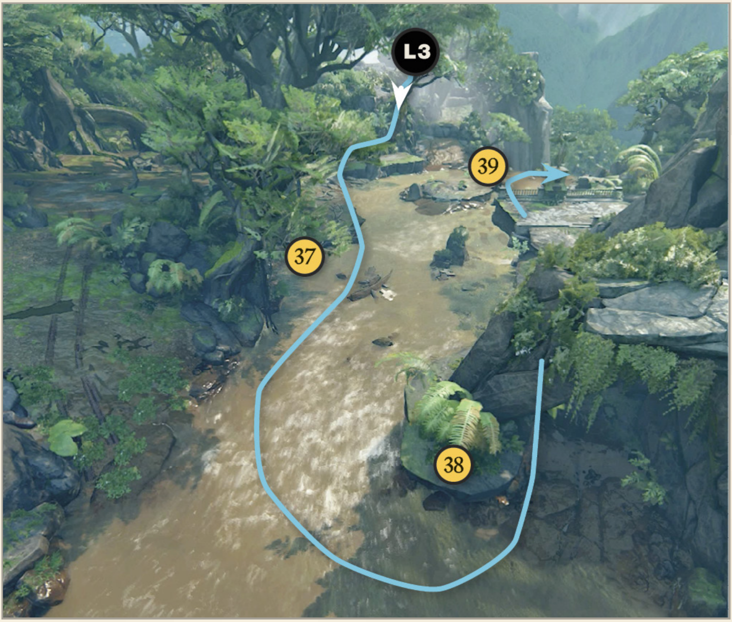


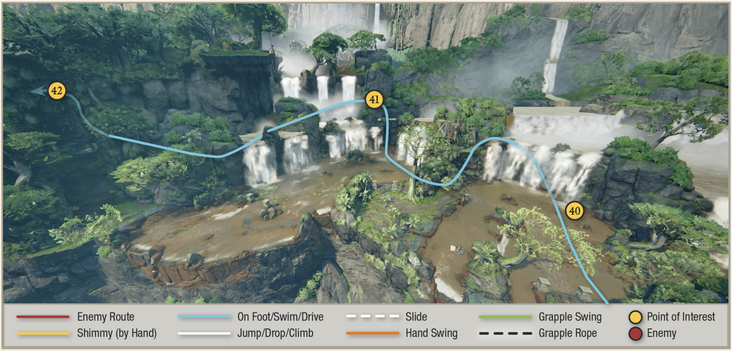
Fig. 17-22. Expect lots of bullet damage, but driving as close to this terrace wall on the right helps protect you from enemy fire as you speed away.

DRIVE UPSTREAM TO THE FIRST ELEVATOR

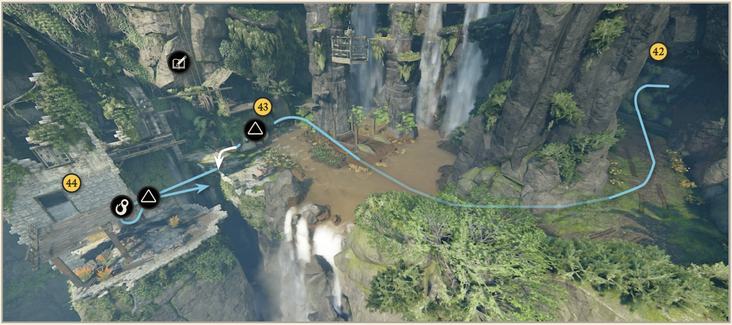


You reach a checkpoint when you drop down the ledge in the road. Press **L3** to look at the elevator tower in the distance. This is your next destination. Keep driving upstream past the washed out bridge **(37)** and steer up the ramp on the left bank **(38)**; it runs under the rock arch and up to the bridge **(39)**. Descend the slope past another pair of drop-offs and twin road-marker pillars **(40)**, then follow the river upstream. Follow the pathway as it curves out of the water and through two more pairs of pillars then plunges back into the water past a line of spectacular waterfalls **(41)**. When you exit the river again, drive up the muddy hill **(42)** and veer left to follow the road down.

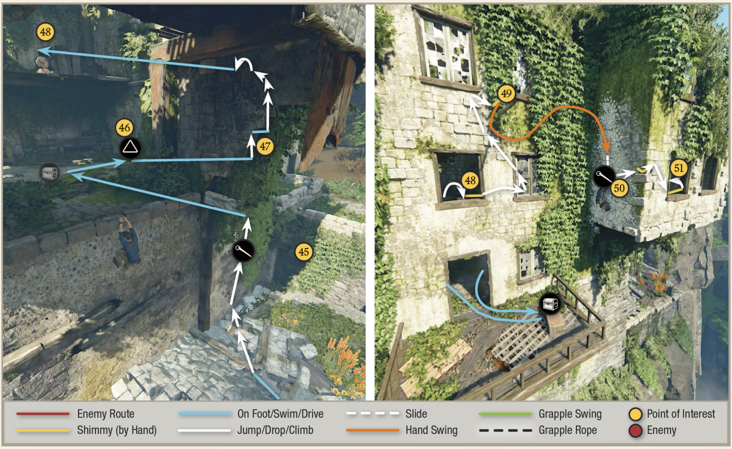
Fig. 17-23. The 4x4 performs extremely well in deep water.



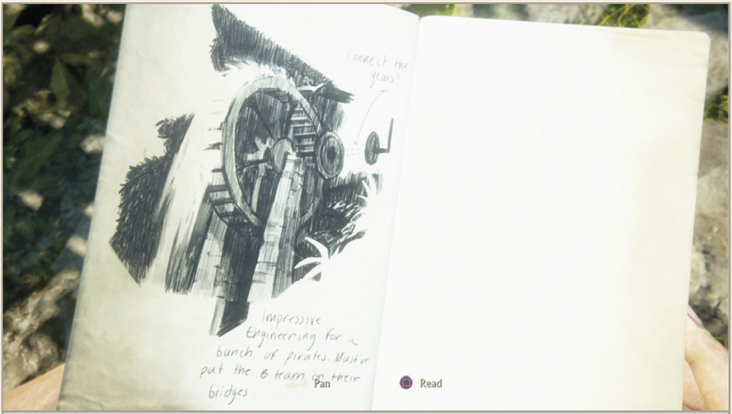
ACTIVATE THE ELEVATOR



Follow the muddy slope to a shallow pond at the massive waterwheel and elevator mechanism **(43)**. Exit the 4x4 and walk toward the waterwheel while looking up at the gears to trigger an **Optional Journal Entry**. Nathan sketches the waterwheel with a note to connect the gears.



Nathan sees that the elevator's gears aren't engaged to the waterwheel, so the elevator has no power. He needs to climb up and engage the gears. But the stairs leading to the entry balcony **(44)** have collapsed. The solution: Park the 4x4 facing the balcony, attach the 4x4's winch around the balcony support beam, and back up the 4x4 to pull out the beam.



Connect the gears?

Impressive Engineering for a bunch of pirates. Must've put the B team on their bridges

Fig. 17-24. "Impressive engineering for a bunch of pirates. Must've put their B team on their bridges."

Climb the wall beams **(45)** and then use the piton to get up onto the platform. Find the treasure on the balcony, then return inside and push the crate **(46)** against the wall under the exposed beams **(47)**. Use the crate to climb to the second floor and hang outside the window at far left **(48)**. Climb to the post **(49)** and swing to the porous wall **(50)**, stabbing it with your piton as you land. Then climb around and go through the first window **(51)**.

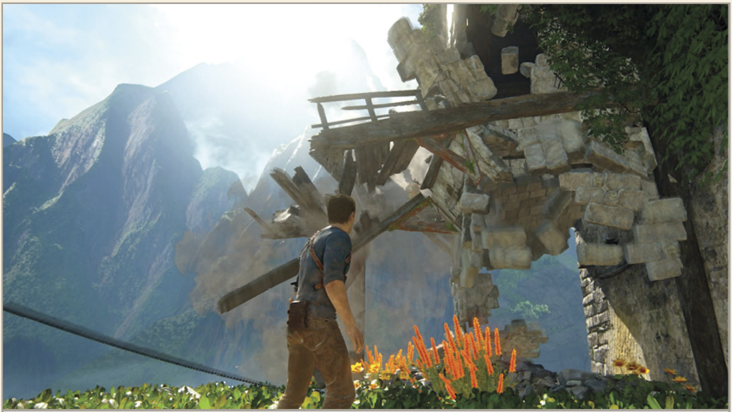
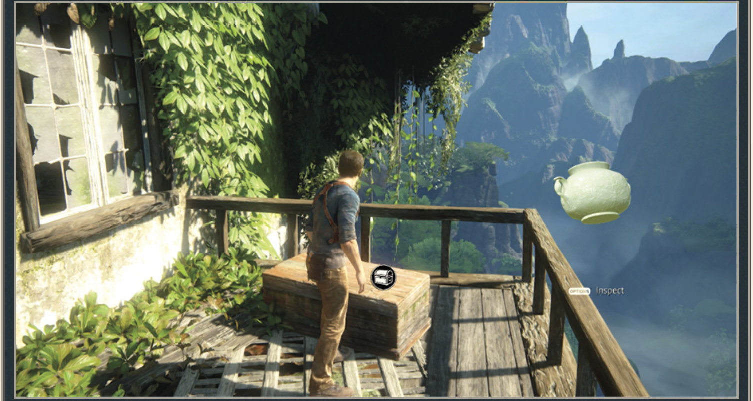
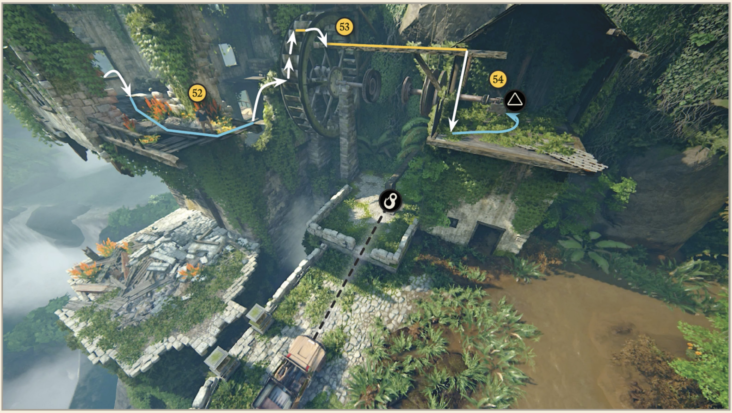


Fig. 17-25. Wrap the winch line around the balcony support beam and Elena will back the 4x4 up to pull the whole thing down.

Jade Serving Bowl



After pulling down the waterwheel building's balcony and climbing to the first floor platform, find the Jade Serving Bowl on the balcony to the left.



Stepping through the broken wall ahead **(52)** triggers a quick sequence: Elena uses the 4x4 winch to pull a big lever that stops the waterwheel rotation. Now you can climb up the wheel (it starts turning!) and then hop rightward to the beam **(53)** near the top. Shimmy to the beam's far end and drop down **(54)**; Elena automatically drives the 4x4 to the edge of the elevator platform. Press △ to grab the gear handle, then push your left stick forward to engage the gear to the waterwheel. This triggers a quick scene: Elena drives the 4x4 into the vehicle elevator cage and the platform starts to rise.

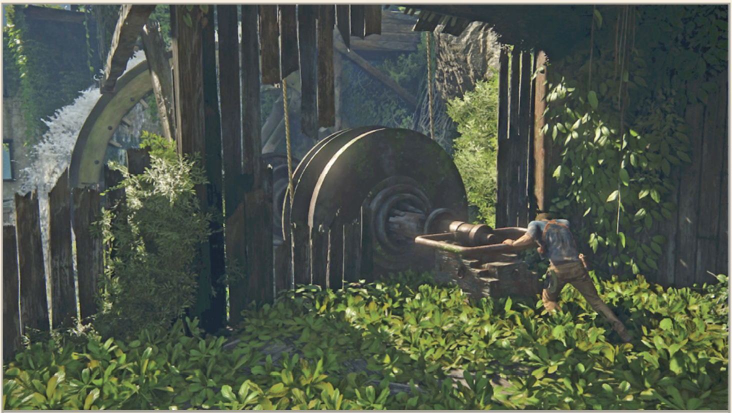
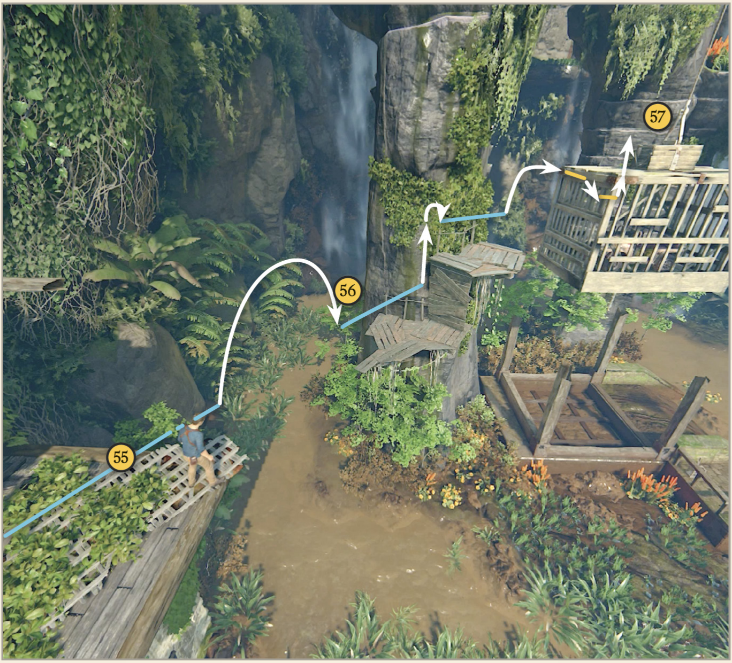


Fig. 17-27. Climb the waterwheel, shimmy along the high beam, and push the gear into place to get the elevator moving.

Hurry! Jump across from the extended plank to the elevator tower's lower floor **(55)** and climb to the top platform. Then jump across to grab the elevator cage. (If you don't do this quickly, the platform under you collapses.) Grabbing the cage triggers a short scene: The elevator stalls for a few seconds and then starts up again as three gunmen (including a sniper) suddenly appear on the far terraces.



When control returns, don't climb atop the cage! Instead, shimmy around the corner to the right **(56)** and keep hanging to use the elevator cage as cover.

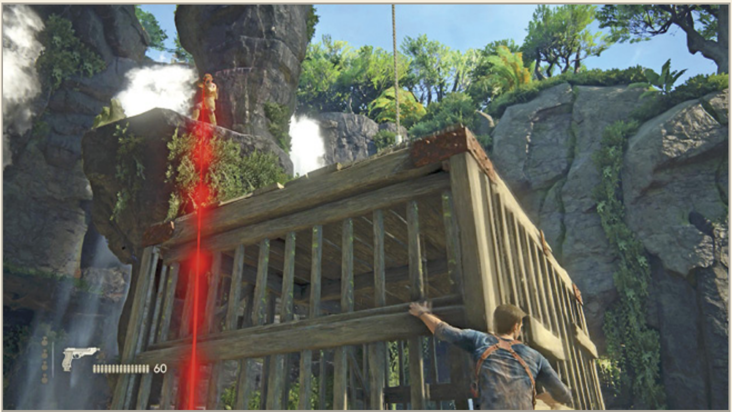
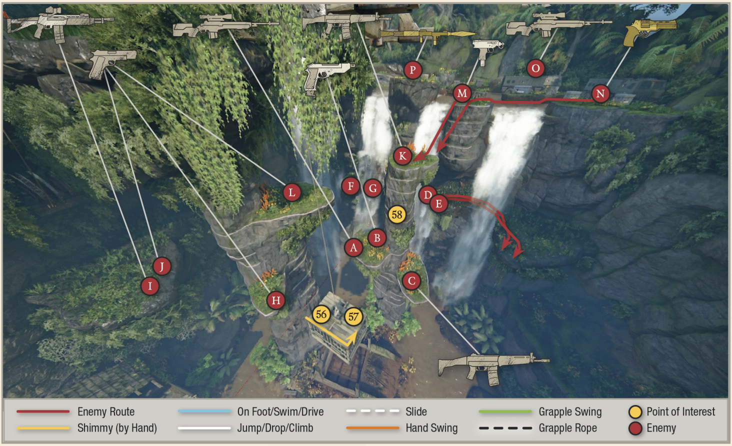


Fig. 17-28. Use the sides of the elevator for cover as the elevator rises and enemies begin attacking from various positions.

FEND OFF ATTACKERS!



Enemy gunmen appear on the surrounding rock terraces in a specific order as the slowly rising elevator hits certain trigger markers. They appear whether or not you've dispatched any of the shooters who've previously appeared. So if you don't take out targets early, their numbers increase and can become overwhelming. They also attack from different directions, flanking your position and taking away your cover angles if you haven't eliminated the earlier attackers.

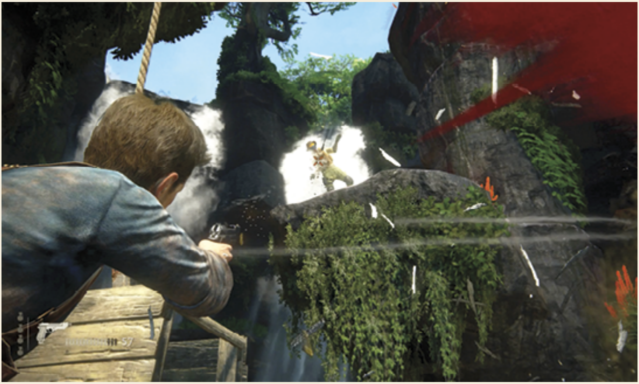
Drop For Grenades

Hang onto the elevator's top edge to give you the widest aiming range. But when grenades land on top of the elevator, quickly drop down a couple rungs to get a safe distance away from the blast.

First Wave: Three Gunmen

Refer here to the red circle letters on our maps. Again, remain hanging from the top edge of the elevator **(56)** cage for cover. The first wave to appear includes three shooters. Your first target should be the sniper **(A)** on the small terrace on the pillar **(58)** directly in front of you. Next shoot whichever target is more exposed, the white shirt shooter **(B)** on the sniper ledge, or the rifleman **(C)** on the terrace to the right.

Aim Small, Miss Small



If you earned the "Just Floor It!" trophy, you may not have as much ammo going into this battle as desired. If you are low on ammo, you'll have to leave the elevator to pick up dropped ammo or weapons. Make each shot count. Try for headshots to conserve ammo. Perform single shot bursts to improve accuracy. You can also stand on the top of the elevator (exposing yourself to gunfire) and use a rifle; you can only use grenades and pistols while holding onto a edge.

Second Wave: Two Gunmen

The next two shooters **(D, E)** appear on ledges near the waterfalls behind the main pillar **(58)** and work their way to a distant ledge to the right. They actually appear while the first wave is active but are not a real threat until they come into view. Once the first three gunmen are down, look for them on the back right ledges against the canyon wall. Gun them down before grenades fly. If you nail them fast, you get a short respite, which could be used to leave the elevator and pick up dead guard **(B)**'s pistol and the sniper's **(A) M14 Custom** sniper rifle. Quickly return to the elevator and get into position or remain on the pillar just long enough to use a rifle on attack wave three…

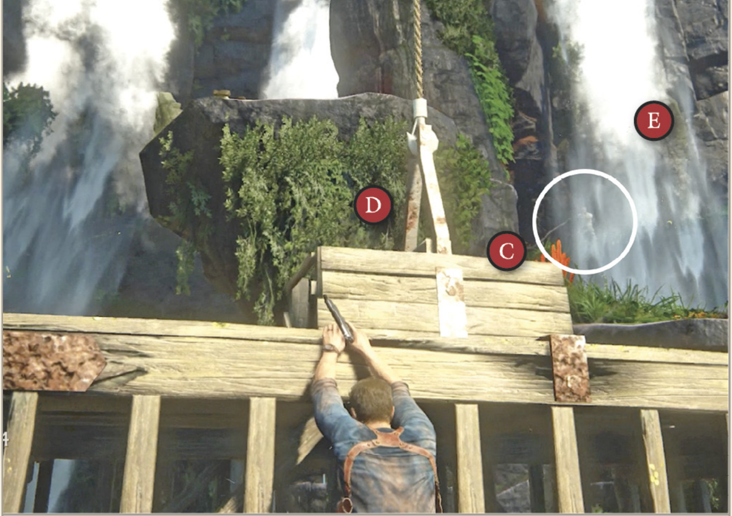
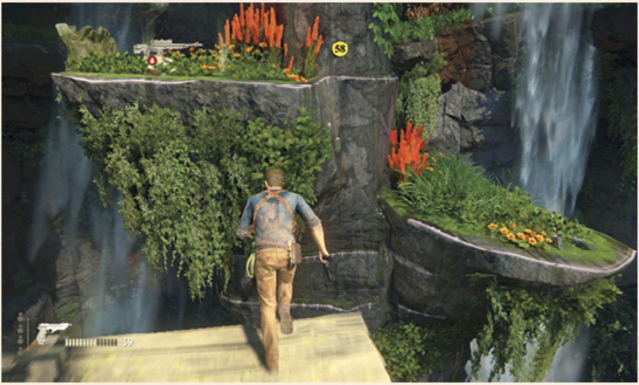


Fig. 17-30. The second wave of two gunmen could appear while the first wave is still alive. It all depends on how high the elevator has risen.

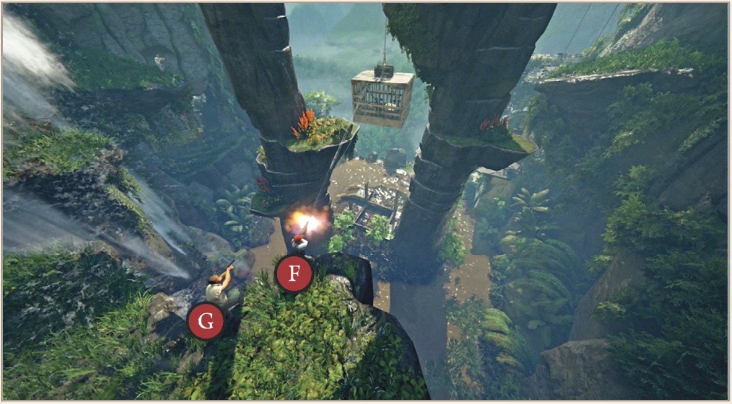
Grab The Sniper Rifle



After finishing off the first two waves of soldiers in a timely fashion, leap from the top of the elevator to the central pillar **(58)** and grab weapons and ammo. Take the sniper's rifle. While there, shoot the third wave of soldiers under the waterfall, then return to the elevator.

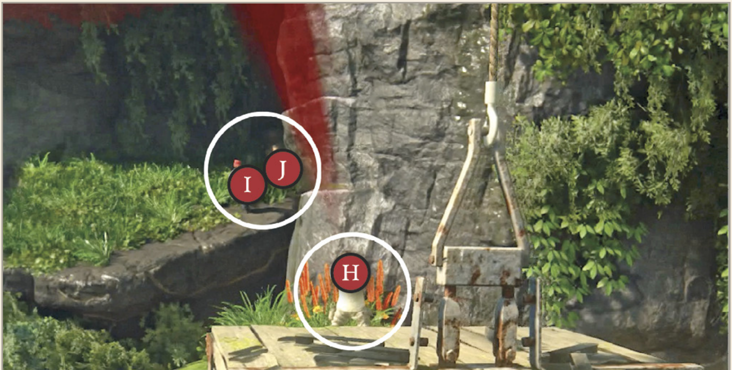
Third Wave: Two Gunmen

The direction of the next pair of foes **(F, G)** allows you to shoot from either side of the elevator **(56)** or **(57)**. Look for these guys to appear between the two waterfalls to the left of the central pillar **(58)**. Quickly gun them down and then shimmy to the right side of the elevator **(57)** to prepare for the next wave to appear on the left side.

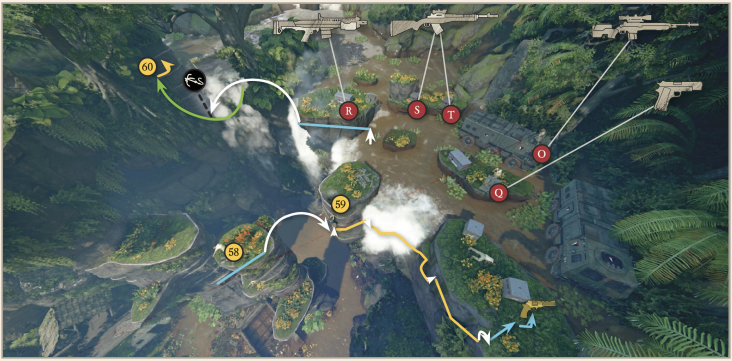


Fourth Wave: Three Gunmen

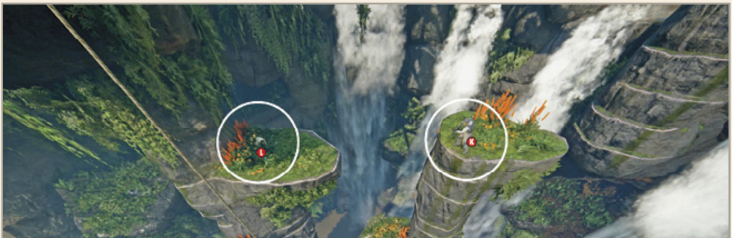
From the right side edge of the elevator **(57)** prepare to shoot the white shirt-wearing guard **(H)** as he comes into view on a ledge to the left on the elevator pillar. Next, shoot the two soldiers **(I, J)** on a distant ledge behind the elevator pillar. Now shimmy to the left side of the elevator **(56)** or stand on the top if you want to snipe or rifle your way through the next wave...

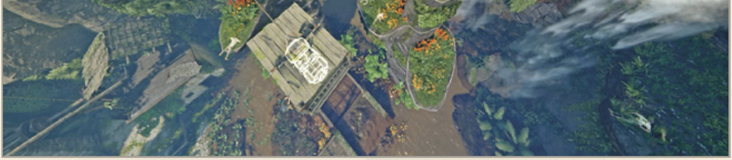


Fifth Wave: Two Gunmen



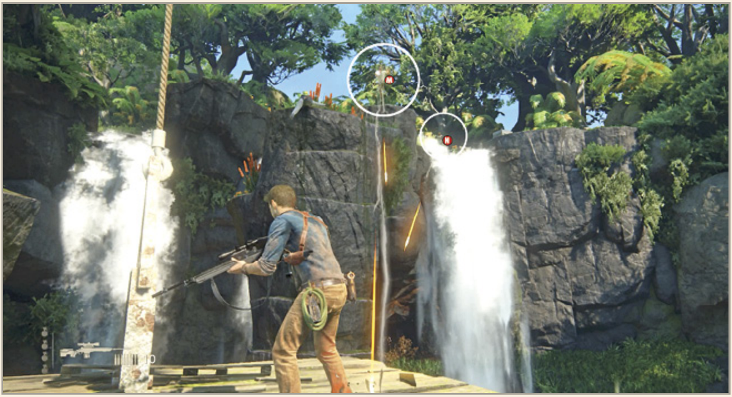
The two guys in this wave appear at the same time but you should take out the rifleman first, as he is more dangerous and sometimes comes into view sooner. The rifleman **(K)** arrives atop the tall pillar **(58)** directly in front of you. Eliminate him quickly and then turn your aim on the handgun-wielding soldier **(L)** that rappels down from above onto the elevator pillar's top ledge to your left. Again, you can do this while hanging onto the edge of the elevator or you could risk some damage by standing on top of the elevator using the sniper rifle.





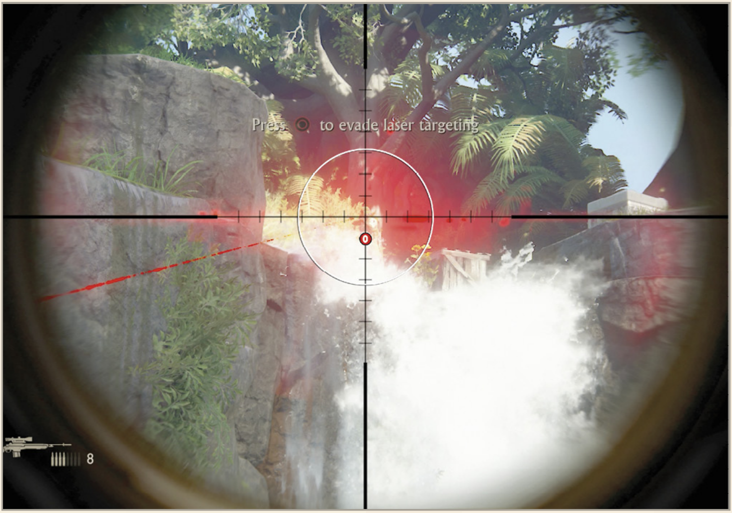
Sixth Wave: Three Gunmen & Rocket Launcher

These killers are spread farther apart. The shooter **(M)** on the highest terrace in the middle of the falls immediately jumps to the middle pillar **(58)**, often shooting as he is jumping. Take him out first. The goon **(N)** over to the right also on top of the waterfall sometimes follows the other soldier's **(M)** actions, depending on where you are positioned. So they may both jump to the central pillar one after the other. Or the second shooter may remain on the far right waterfall ledge. If you have the sniper rifle, be waiting on top of the elevator with your scope ready to pick them both off quickly. Otherwise, continue to shoot from the edge of the elevator.



The next soldier that appears is very threatening. A sniper **(O)** climbs to the top of a Shoreline truck in the middle of the waterfall rapids above. And if you haven't died during this battle, a soldier with an RPG **(P)** will appear on the leftmost pillar at the falls.

If you've died several times, this rocket-launching soldier will not appear. We recommend staying on the top of the elevator and quickly sniping the sniper and the rocket launcher (if he appears). If you're not that great with the scope, then remain on the edge of the elevator and shoot or deal with him when you get closer. If you do take him out, continue to ride the elevator until it stops and take out any other enemies that appear in the next wave with the sniper rifle from the top of the elevator.



CRUSHING MODE RPG: THE ENIGMATIC ROCKET LAUNCHER

The soldier **(P)** with the RPG at the top of the falls only appears when you are on a flawless run through the elevator battle and is guaranteed to make an appearance if you are playing in Crushing mode.

Restart The Elevator: Four Gunmen

Eventually, the elevator stalls again as it gets near the top, and Nate decides to do something about it. Keep using the cage for cover until you've eliminated all remaining attackers. Then climb onto the top and jump across to the narrow pillar **(58)**. Of course, the moment you jump, the elevator restarts and rises to its destination; let it go. If soldier **(N)** jumped and died on this pillar, then pick up his dropped **Barok .44**. Next, jump to the handholds on the waterfall pillar **(59)**.

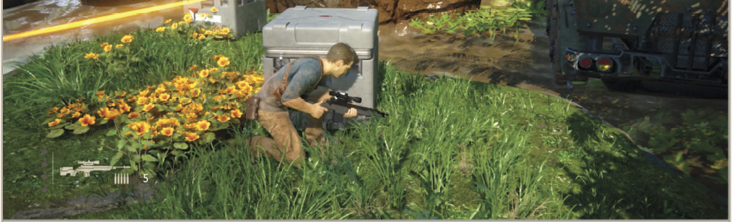
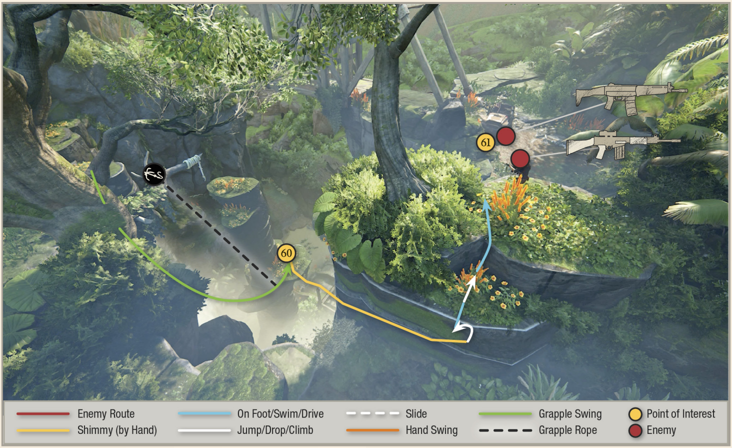


Fig. 17-37. Continue to snipe enemies or use the Barok .44; located where soldier (N) dropped dead.

As you make these jumps, one last team of gunmen advances across the upper ledge area to attack. You can use the pillar for cover, as you did the elevator, but grenades will be thrown quite often. You can also drop off the edge of the waterfall on the right, shimmy along the edge through the water, and then make your way to crate cover (and a Barok.44 from dead soldier **(N)** if he died closer to where he spawned). Use the crates for cover or the front of the rightmost truck as you eliminate the rest of the enemies **(Q, R, S,** & **T)**.



When all are dead, hop across the islands to the left. Use the tree branch to grapple-swing across to the rock handholds **(60)** near the elevator tower. As you proceed, you hear more goons attacking Elena. Don't hurry—in this case, she can take care of herself. Shimmy rightward along the ledge until you can pull yourself up and see her run over the Shoreline soldiers with the 4x4. Head past Elena and the 4x4 **(61)** to find a treasure on a small ledge.

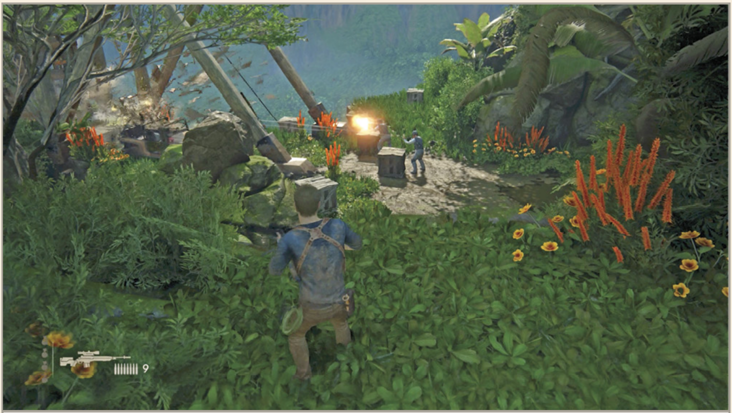
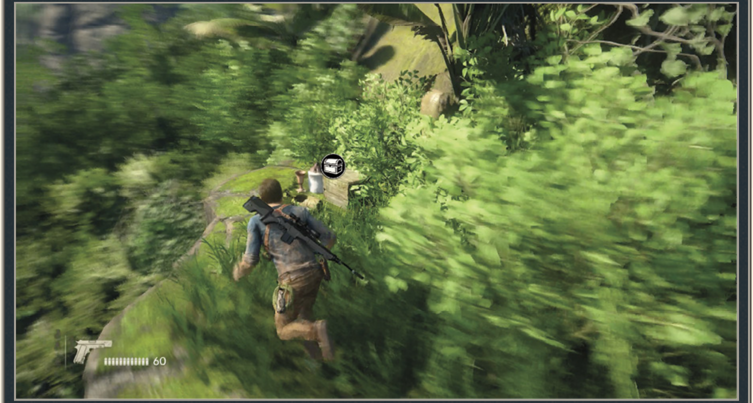


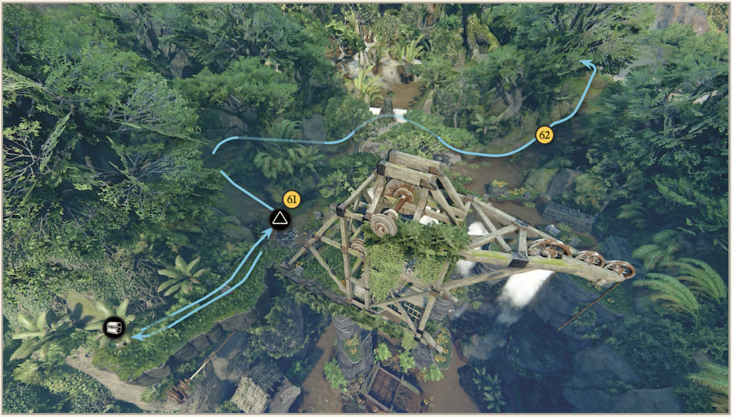
Fig. 17-38. Don't waste your ammo on these two guys; watch Elena run over them with the 4x4!

Ancient Stone Bowl



After witnessing your wife run over two gunmen with the 4x4, walk past her and the elevator to find this treasure. It's on a crate on the cliff's edge.

DRIVE UPSTREAM TO THE SLUICE GATES



When you finally reach your vehicle, hop in and follow the narrow streambed around a curve to the river. Drive across the river to find a steep road **(62)** on the left side. Follow the road to a collapsed bridge **(63)**. Take a moment to admire the distant elevator, pressing **L3**. Veer left through the arch formed by the tree trunk and plunge downhill into the river.

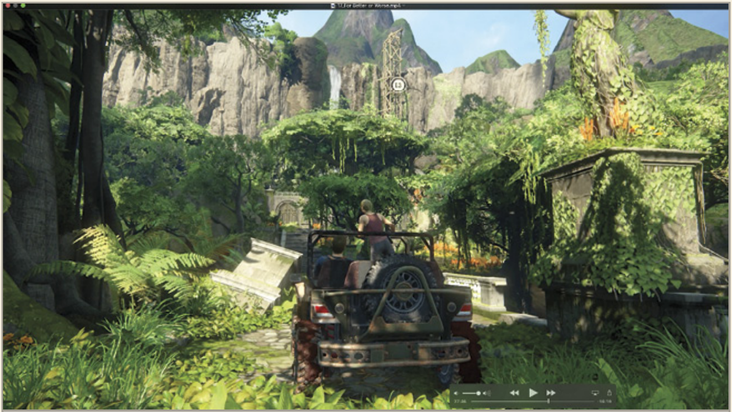
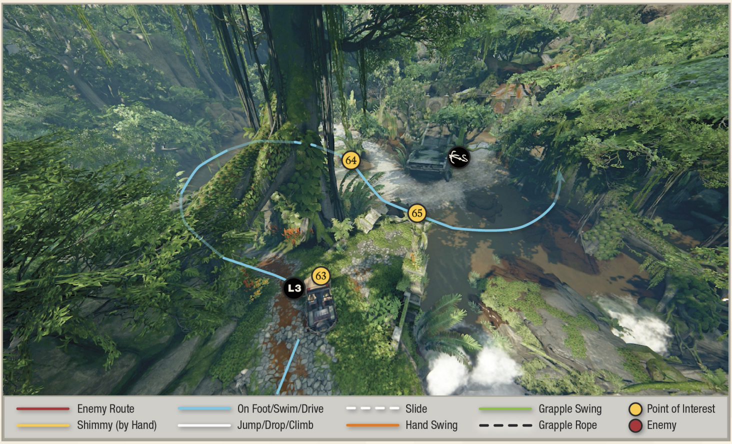
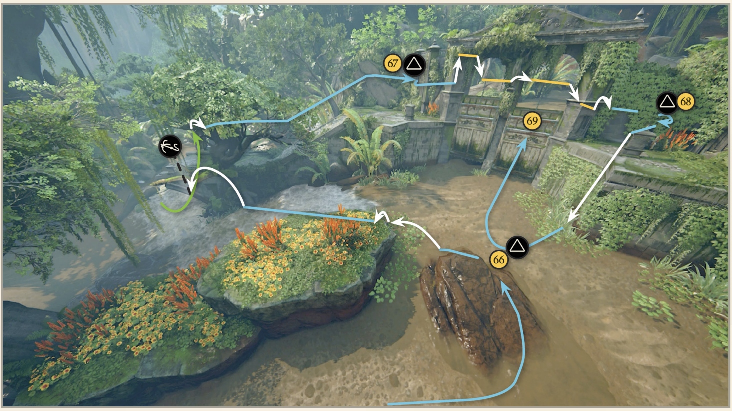


Fig. 17-40. Elena points out the distant elevator.



You can't drive against the rapids, so steer upstream in the calmer water along the rocks on the left. Follow the curve until you drive onto the rock overlooking the whitewater chute **(64)**. Drive into the rapids, riding the current downstream until you can get enough traction to steer left between the broken bridge sections **(65)**. Here, drive straight across the river and up onto the far bank, and then turn left to continue upstream. When you reach the closed sluice gates, park **(66)** and exit the 4x4.

OPEN THE SLUICE GATES



Climb onto the nearby island and use the tree root as a grapple point to swing across onto the broken bridge section. Climb the stairs and use the crank **(67)** to open the left sluice gate. Unfortunately, the gate is clogged with debris. Climb across handholds on the gates to the opposite platform and turn the crank **(68)** there to open the right sluice gate. Return to the 4x4 and drive through the gate **(69)**.

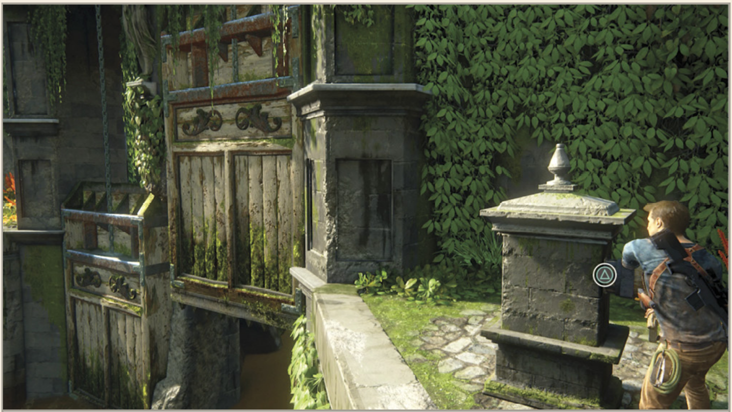
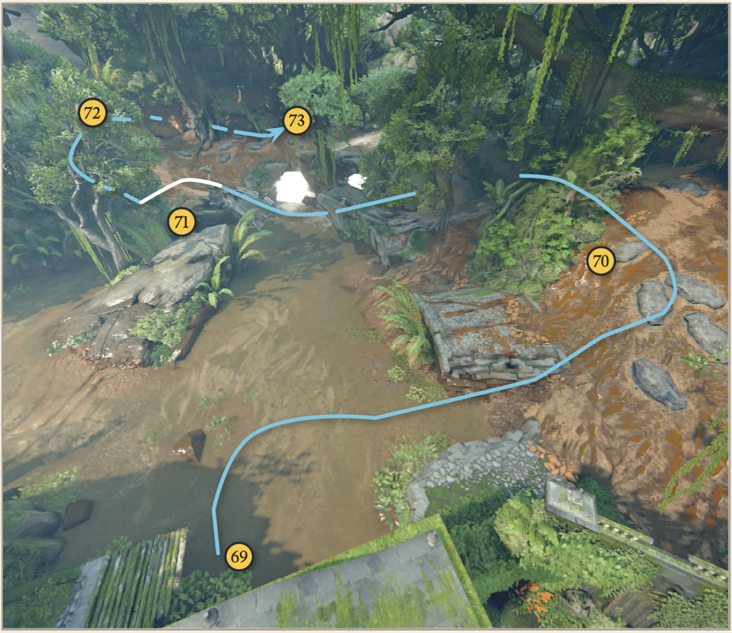


Fig. 17-41. Turn the crank to open the right sluice gate and drive through.

4X4-JUMP ACROSS THE BRIDGE GAP



Your next challenge is to get across another broken bridge just ahead. You can jump the 4x4 across the gap, but only if you build up enough downhill speed on the approach. Just after driving through the newly opened sluice gate **(69)**, turn hard right and gun it uphill **(70)**. Important: The hill is steep and muddy, and the only way to reach the top is to steer over the gray rock sections. The red mud is too slippery for even a 4x4 to get enough traction. When you finally reach the hilltop, turn left and accelerate downhill to the bridge ramp **(71)**. Hit it dead center and you should fly across the gap.

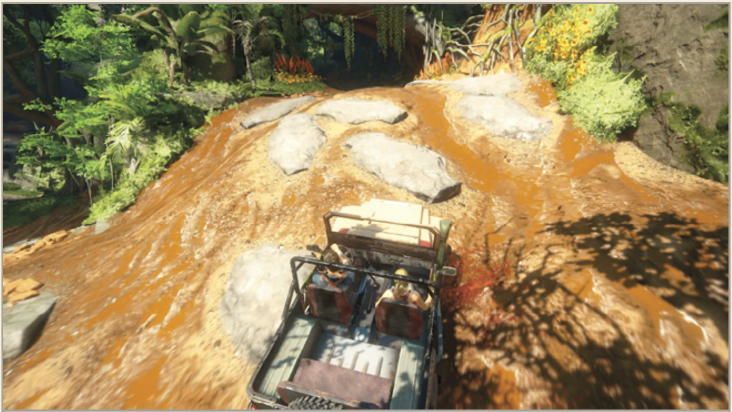
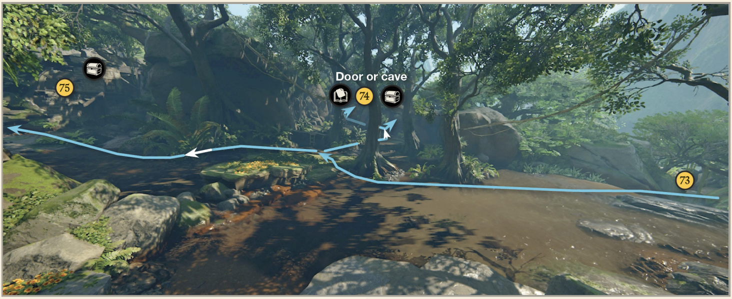
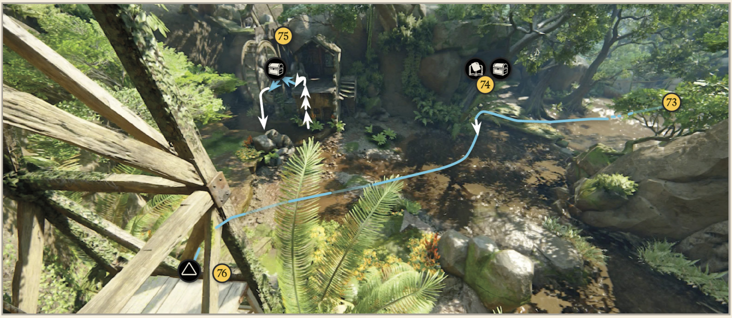


Fig. 17-42. Follow the exposed rock sections on the hill or else the 4x4 can't get enough traction to climb.

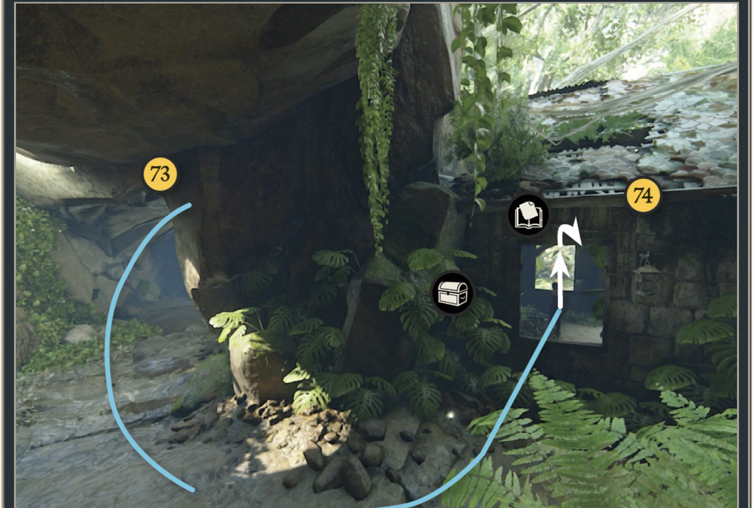
USE THE SECOND ELEVATOR

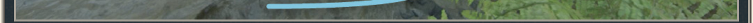




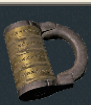
Climb the hill on the other side and follow the curve through the trees **(72)** back to the river. Now drive upstream **(73)** toward the next elevator tower. Note that you can find treasures and an Optional Journal Note in a pair of structures on the right side of the river **(74, 75)**.

Pewter Incense Burner

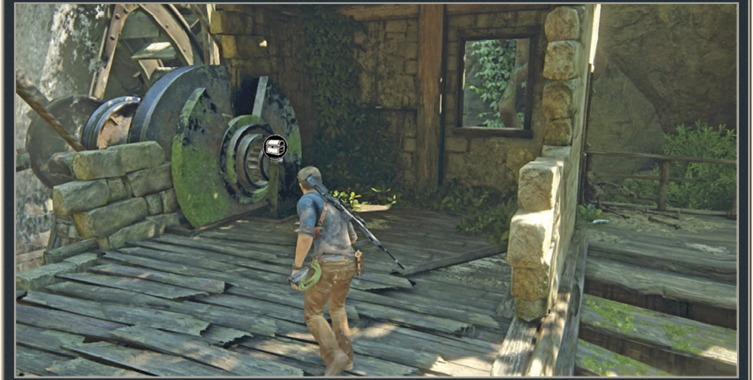




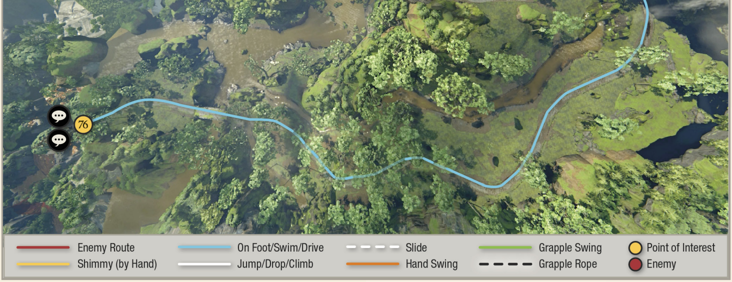
After you 4x4-jump the bridge and head upstream again, find the ramshackle hut on the right bank. In the tunnel behind the shack, you can find the Pewter Incense Burner next to the shack. Inside you find an Optional Journal Note from an elevator caretaker.



18th Century Combination Lock



Climb the broken brick section on the right corner (facing the building) of the waterwheel building across from the elevator. You can find the treasure on the waterwheel gear on the second floor.



When you reach the tower, exit the 4x4 and open the elevator gate by tapping △ until Elena drives the 4x4 in. Then pull the lever inside to raise the elevator. Listen to the two Optional Conversations on the way up, and then repeat the button tapping to open the gate again at the top.

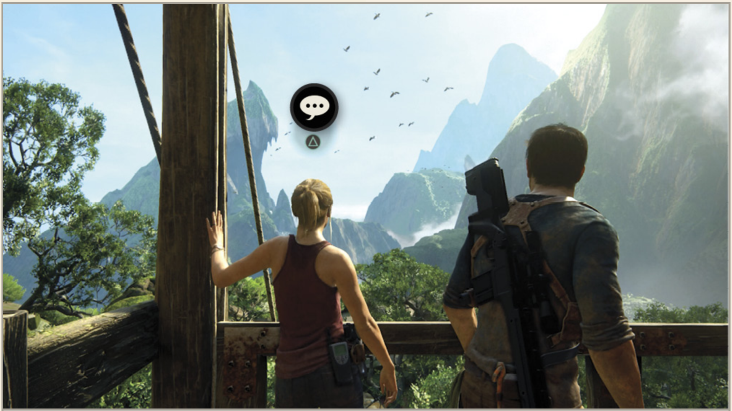
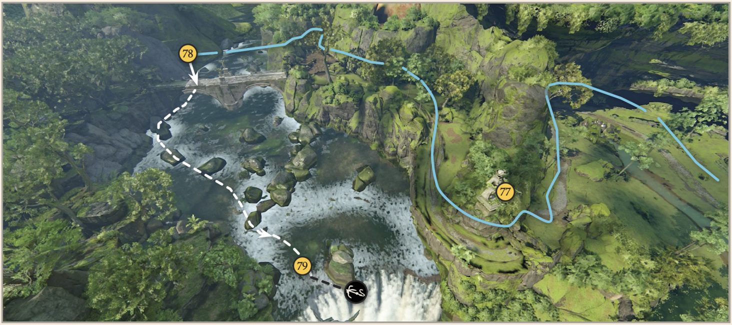


Fig. 17-44. Ride the second elevator up and listen to two Optional Conversations with Elena. This chapter got it's name from these conversations.

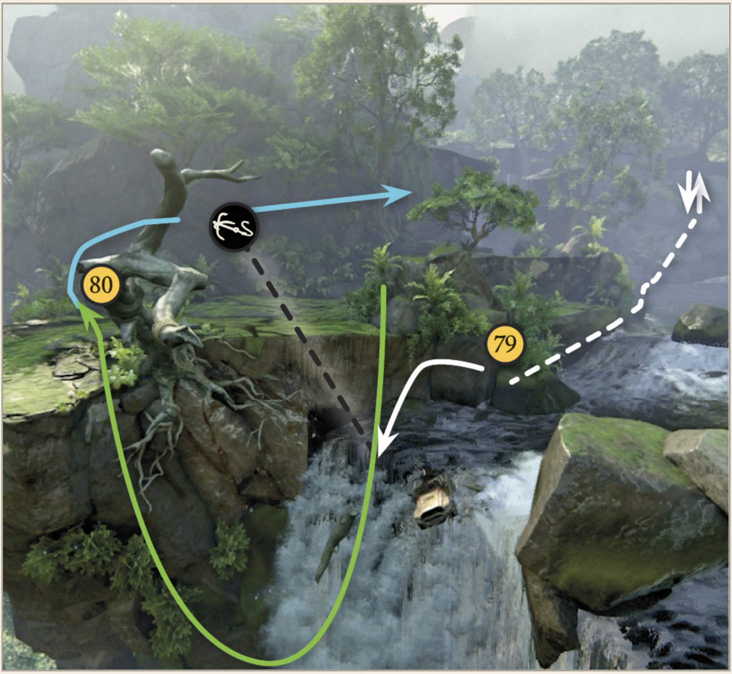
Hop in the 4x4 and follow the long road from the elevator **(76)** past the mini-avalanches at the Avery statue **(77)** and the bridge **(78)** that leads into New Devon.

Fig. 17-45. Enjoy the scenic drive until Sully radios from his airplane about the Shoreline vehicles he spotted heading north.

SURVIVE THE BRIDGE COLLAPSE!



When you try to drive across the New Devon entry bridge, it collapses and drops the 4x4 into the river. Now you ride the rapids downstream. At one point, Elena manages to escape but Nathan can't hop out of the 4x4 in time. Keep riding down to the great waterfall. As you go over the edge **(79)**, sling your grapple hook at the branch of the great dead tree on the cliff.



This doesn't end the ordeal—the tree begins to sag! Quickly, take one more big swing up to the ledge where Elena waits **(80)**. If you wait too long, the tree snaps off and drops into the gorge.

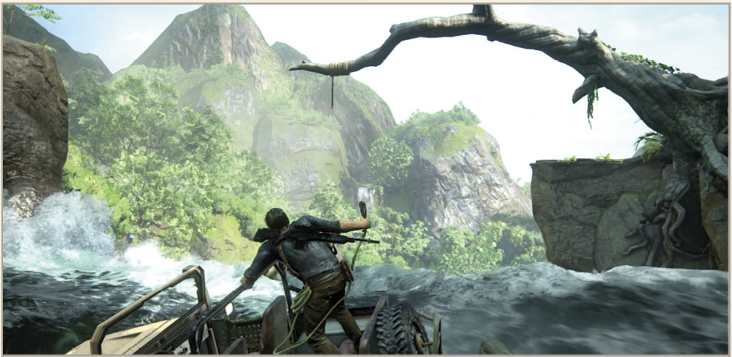
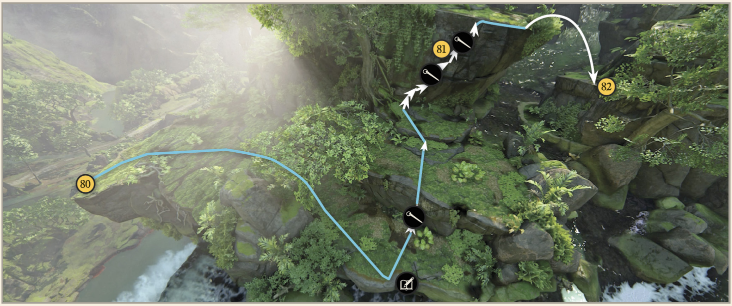
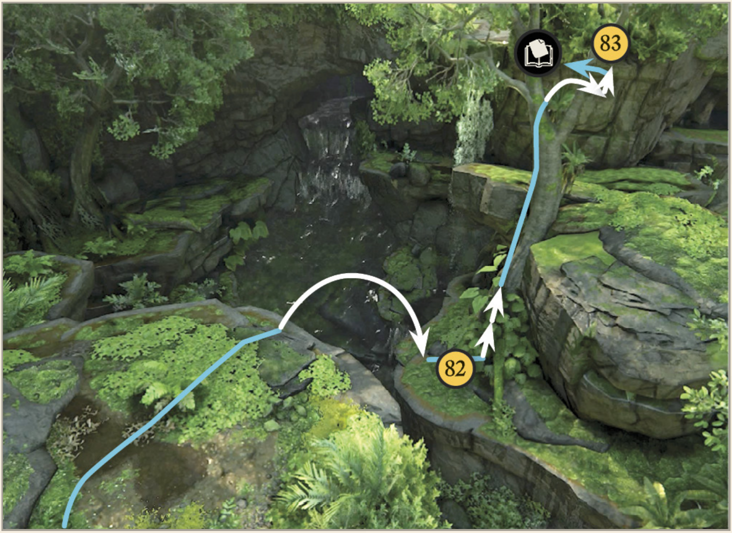


Fig. 17-46. Elena gets out, but Nate rides to the waterfall.

CLIMB TO THE CAVE





Walk along the right edge of the pathway following the river upstream. Just before the climbing cliff face, look at the broken bridge that almost killed you. This is an **Optional Journal Entry**; Nate sketches some funny images about what pirate bridges are made of, making fun of the collapsed bridge.

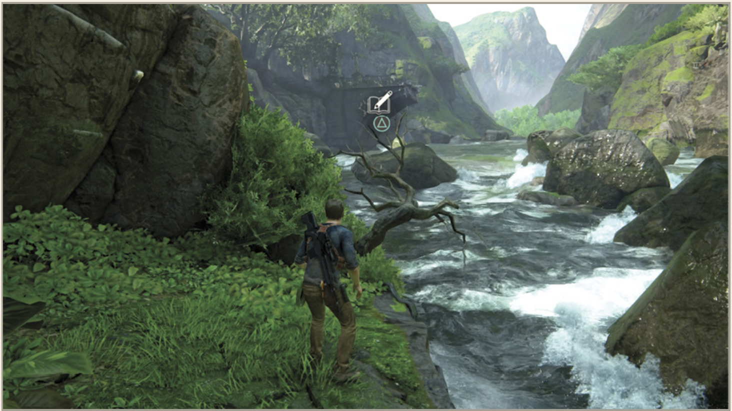
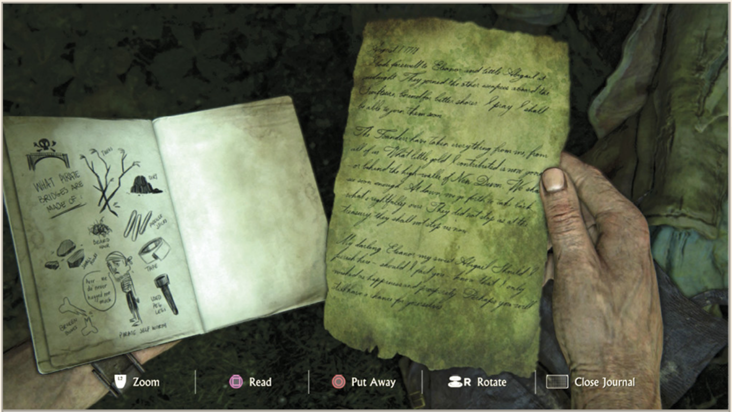


Fig. 17-47. Look back at the broken bridge to draw an amusing Journal Entry.



August [illegible] 17[illegible]

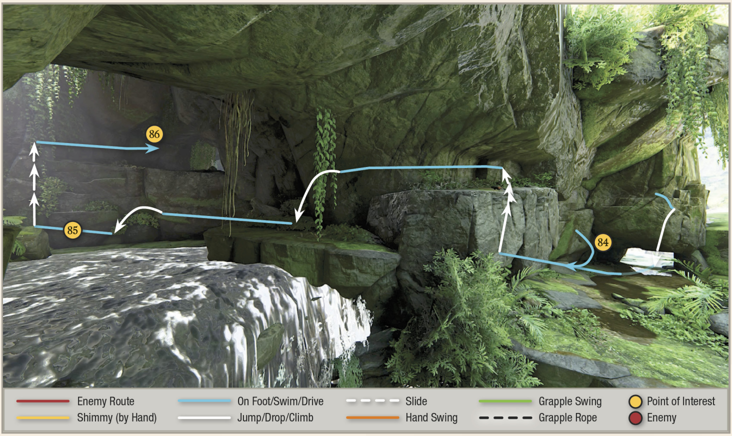
I bade farewell to Eleanor and little Abigail at midnight. They joined the other escapees aboard the [illegible], bound for better shores. I pray I shall be able to join them soon.

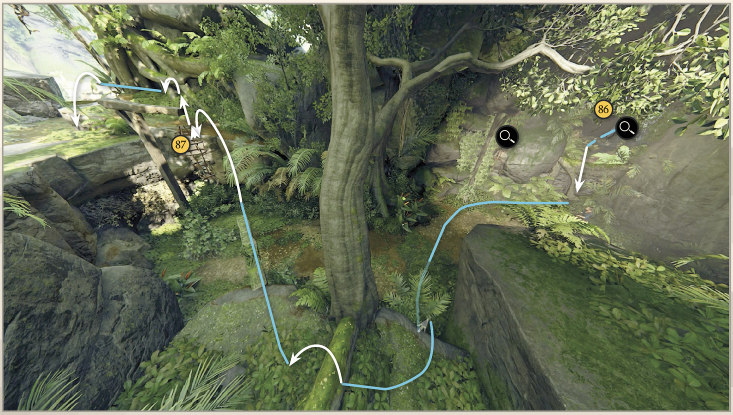
The Founders have taken everything from me, from all of us. What little gold I contributed is now gone — or behind the high walls of New Devon. We sha
us soon enough. At dawn, we go forth to take back what's rightfully ours. They did not stop us at the treasury; they shall not stop us now.

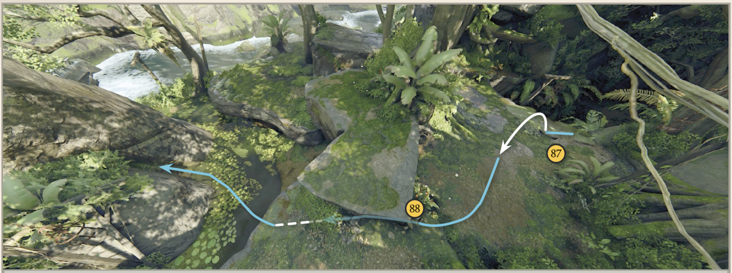
My darling Eleanor, my sweet Abigail. Should I perish here — should I fail you — know that I only wished us happiness and prosperity. Perhaps you will still have a chance for yourselves.

Fig. 17-48. Find the river watchman Journal Note in the satchel next to a pirate skeleton.

Follow Elena up the cliff face **(81)** with porous patches on the stream's left side—use your piton to get up. Then hop across the ravine **(82)** and climb to the high platform on the stream's other side. Head off to the right to find a corpse with an Optional Journal Note **(83)**: more diary entries from the river watchman. (It explains the origin of the bloody sigil in the secret tunnels under the town.)

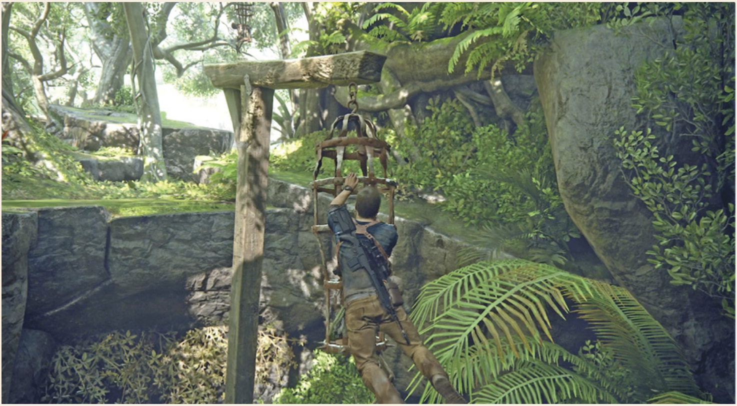


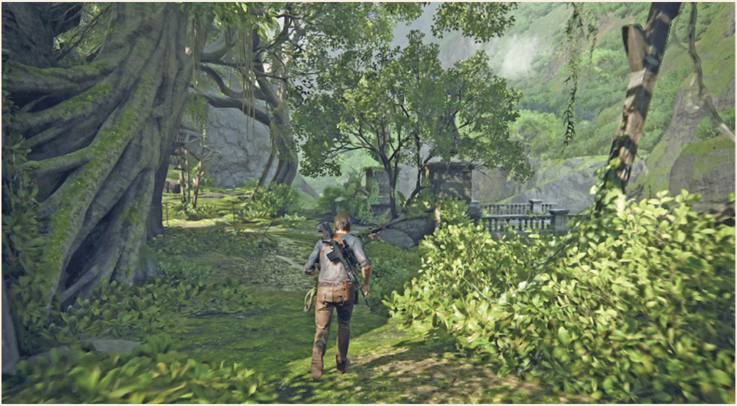




— Enemy Route
— Shimmy (by Hand)
— On Foot/Swim/Drive
— Jump/Drop/Climb
- - - Slide
— Hand Swing
— Grapple Swing
- - - Grapple Rope
● Point of Interest
● Enemy

Drop to the terrace below and crawl through the low tunnel **(84)**. Climb leftward to the river and wade across **(85)**, then climb to make a disturbing discovery in the cave above **(86)**. Examine the grisly find, then hop out of the other end of the cave and examine the gibbet hanging nearby. Veer left to climb around to the mossy strut. Jump from the end of the strut to the gibbet **(87)**, the hanging iron cage. Climb to the top beam and jump over onto the plateau. Proceed across the terrace (or through the low cave and mudslide **(88)** to discover a veritable gibbet field.

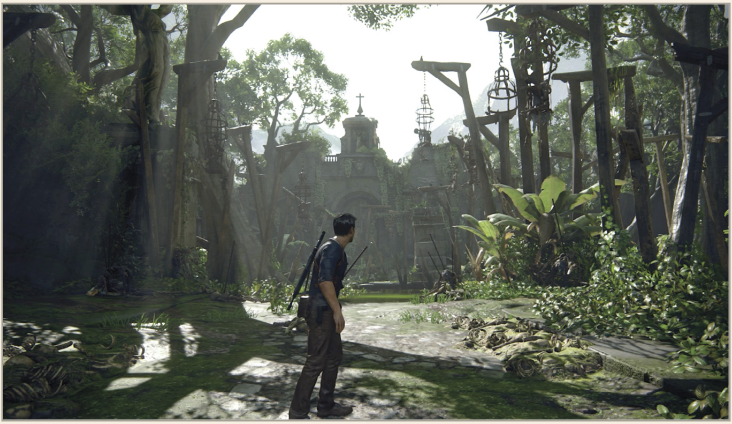




Story Walkthrough

Chapter 18: New Devon

Nathan and Elena have discovered a veritable forest of gibbets. As Nate says, "I guess that's one way to quash a rebellion." New Devon also features a forbidding city wall with a locked gate that seems impassable.



Collectibles

Treasures: 8

Chapter Specific Trophy: "Lost Art of Journaling"

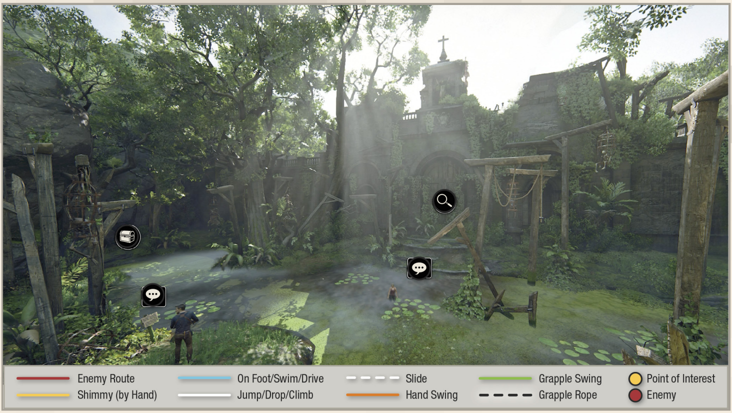
Optional Conversations: 5

Optional Journal Notes: 5

Optional Journal Entries: 2

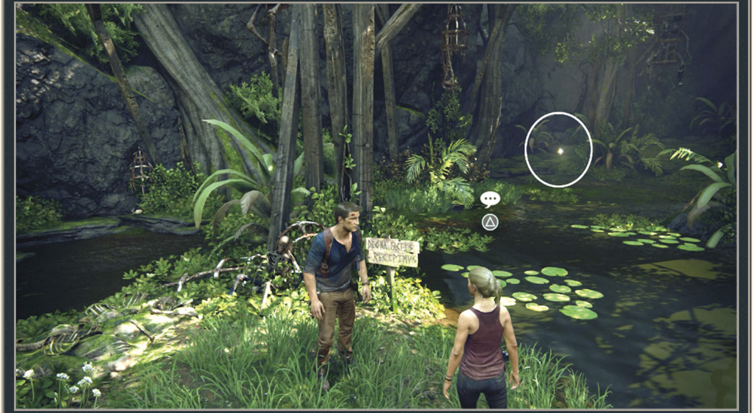
New Weapons: DshK

GET OVER THE CITY WALL



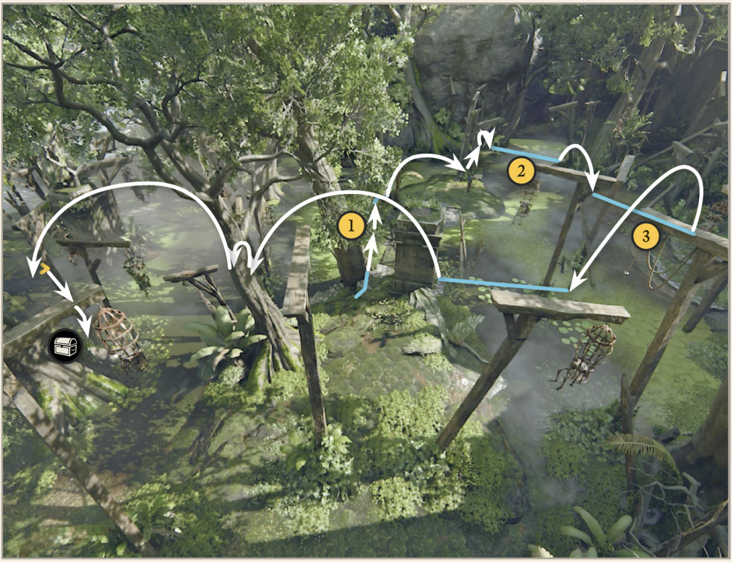
First, head to the sign in the ground and then approach Elena to trigger the **Optional Conversation**, “Digna Factis Recipimus”—Nate translates the Latin as, “We receive the due reward of our deeds.” Indeed we do. Continue past the sign into the yard’s back left corner to find a treasure. Then approach the big city gates to examine them; Elena starts reading the Latin inscription over the gates. Talk to her for the **Optional Conversation**, “Hodie Mecum Eris In Paradiso.”

Mughal Stout Vase



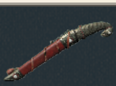
Find the Mughal Stout Vase (circled) in the left corner of the yard outside New Devon, not far from the “Digna

Factis Recipimus" sign. It's hidden in plants near the rock wall.

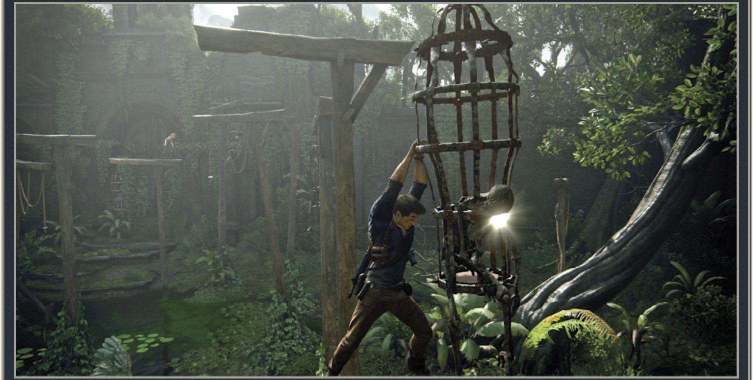


Climb atop the square stone pillar **(1)** in the center of the yard. Jump across to the nearest gibbet cage **(2)**, climb onto its top beam, and then walk to the end and jump to the scaffold with the hanging ropes on the right **(3)**. From here, you can turn right (away from the city wall) and hop across scaffolds to reach the treasure in a gibbet cage. Then retrace your route back to **(3)**. Careful: If you fall off any gibbet or scaffold you restart at the checkpoint.

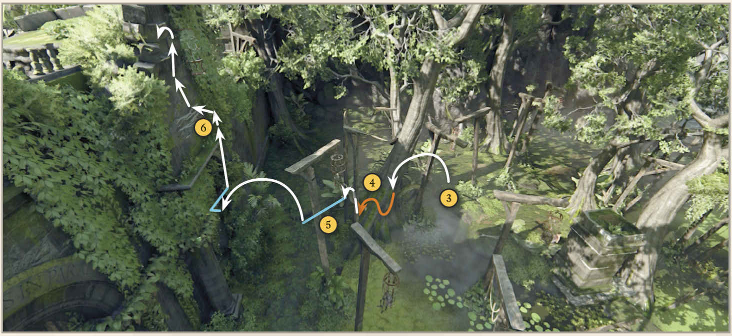
Fig. 18-1. Use the gibbets and scaffolds for climbing to your objectives.



Small Mughal Dagger



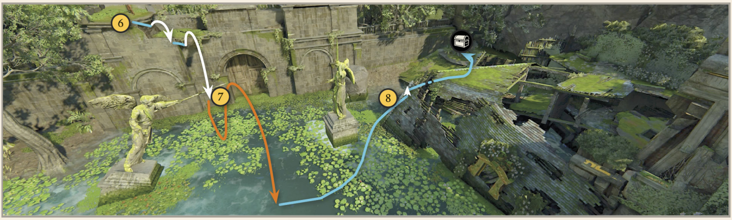
Hop across the scaffolds (see our map) to find the Small Mughal Dagger on the bottom of a gibbet cage. You must hang low and work your way around to the backside of the cage to grab it. (Don't drop! Nate will take a nasty fall.)



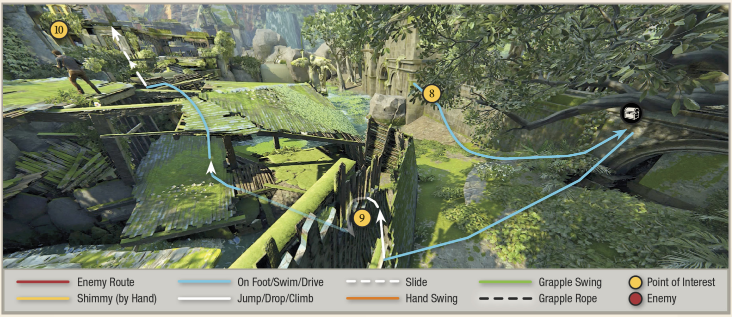
From **(3)** you can jump toward the city wall to grab the swing pole **(4)**, then swing to the gibbet beyond **(5)**. Jump from its top beam over to the ledge on the city wall. Traverse the ledge rightward to get underneath the plant-filled gibbet, then climb it. Reaching the top **(6)** triggers a cutscene: Nathan and Elena survey the neighborhood…and spot some interesting neighbors, including a relative.

Fig. 18-2. Upscale neighborhoods just aren't what they used to be.

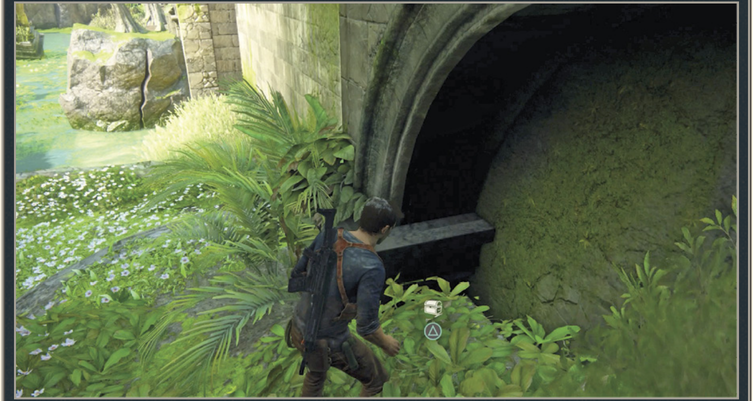
EXPLORE THE FIRST MANSION



Drop down the terraces, walk to the end of the extended beam, and jump to hang from the statue's spear **(7)**. Swing out and jump into the water and swim to your left **(8)**. Look for a treasure along the wall, then turn right and hop over the low part of the wall **(9)** into the ruins of the house. Climb to the second level **(10)**.

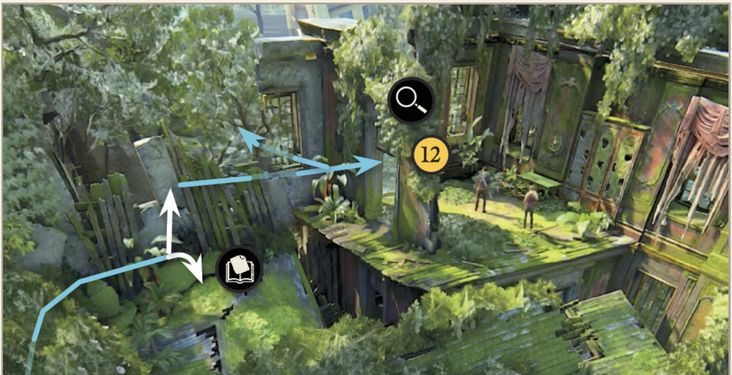


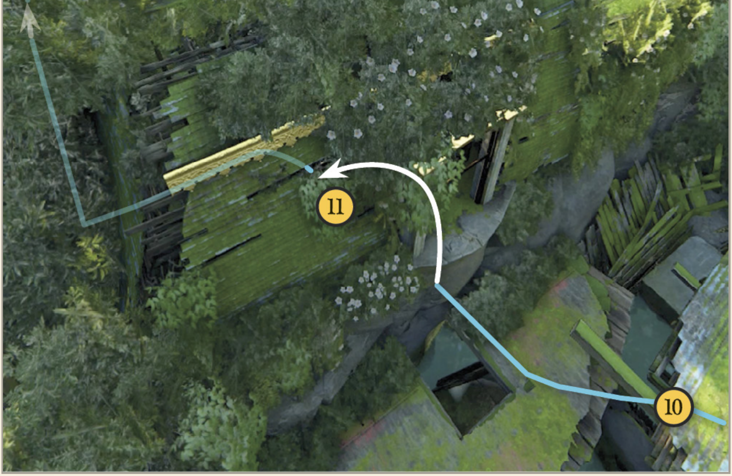
Mughal Candle Holder



When you first drop into the water from the city wall, swim to the left and climb the slope. Follow the left wall to find the Mughal Candle Holder tucked at the bottom of the corner wall arch.

Use the mossy beam to hop over to the doorway **(11)**. From the entrance, go left to duck under the beam and climb up the fallen floor. Hop down to the bedroom on the lower floor to pick up an Optional Journal Note on the bed—an ugly sign of discord between founders Condent and England. Then climb back upstairs to examine the sigil **(12)** on the wall: Aha, Christopher Condent's house!





Exit left and hop down into the tall plants to trigger a scene: Nathan spots Shoreline mercenaries posted on the ruins of the next mansion. Elena suggests a swim underneath the house to avoid a confrontation. But you can also work your way through with stealth takedowns.

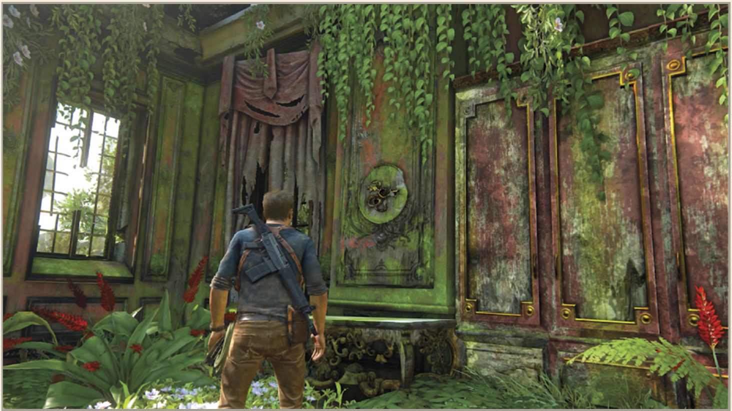
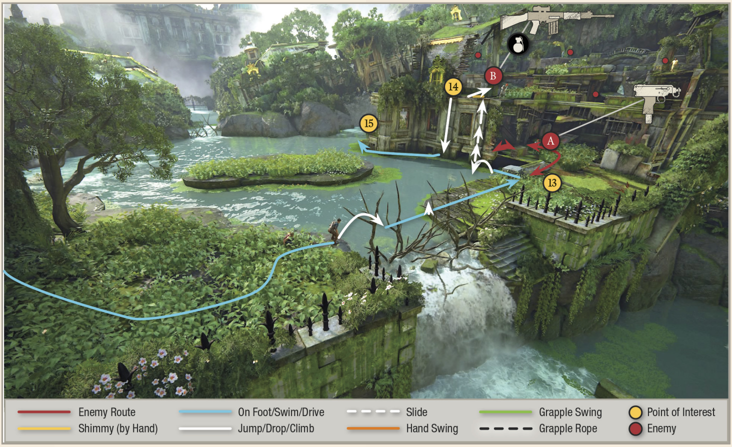


Fig. 18-3. The dragon sigil tells you this was the mansion of Founder Condent.

REACH THE CAVE EXIT



Your next objective is to get past the guards in the ruins to a cave exit in the back of the area. You can fight or move with stealth. Both options are difficult. We'll give you our stealth path below, but it's tricky and chances are good you'll get spotted. So be ready to fight. Getting through this area stealthily means you don't have to fight two guards in the first wave and a second more brutal wave of support soldiers will never be called.

Move through the tall grass to the water's edge (where shown on the map) and jump in the water. Swim across and pull up to the next island. Roll to the tall grass **(13)** to avoid being detected by guards (A & B). Silently take down guard **(A)** as he wanders into the grass toward you. Sometimes Elena will beat you to it.

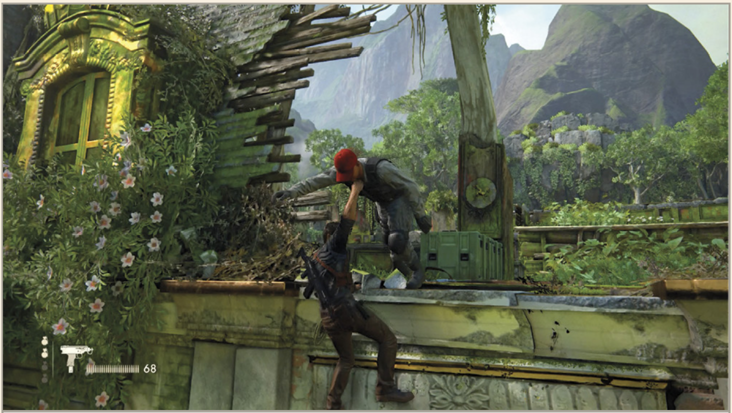


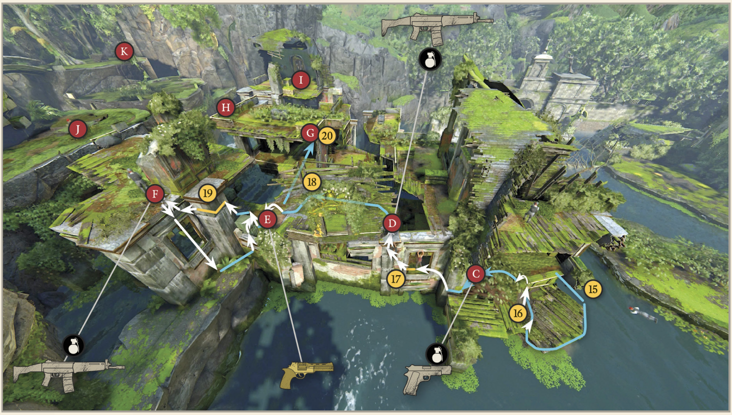
Fig. 18-4. Your stealth pull-down move will serve you well as you maneuver through the mansions.

Jump into the water off the left edge of this platform. Swim directly to the wall underneath guard **(B)**. Climb the wall and hang right below the ledge **(14)** where the guard stops on his patrol route. When he stops at the edge, pull him over into the water.

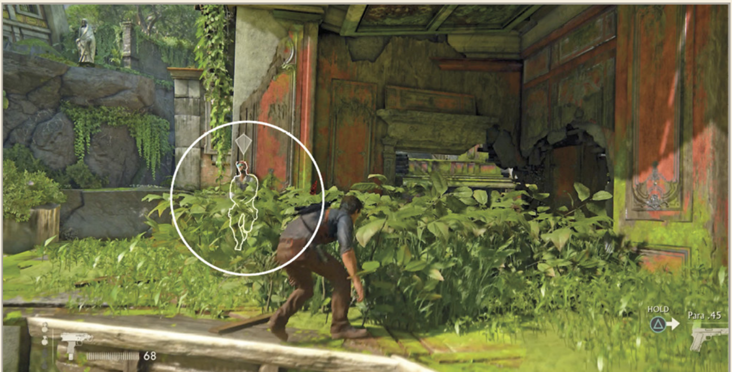
Sometimes he hangs on to your leg. Button mash △ to shake him off. Take the grenade he drops, and then hop down into the water and swim with the current to the island's left side **(15)**.

HELLACIOUS REINFORCEMENTS

If you get spotted and trigger a gunfight in this area, a support wave of reinforcements arrives on the back terrace. It's a powerful squad that includes snipers, grenade launchers, and armored troopers with shotguns. Success with our stealth path lets you avoid triggering this wave, however.



Swim around the building's left corner and pull up out of the water when you're near the higher floor **(16)** so that guard **(C)**, who has a very short patrol route, doesn't see you. He often leans against a wall in a batch of tall grass. While he's leaning on the wall, pull up and enter the tall grass and then rush him and take him down quickly. Sometimes the guard on the top floor **(D)** will enter a yellow alert status and come down to see what happened. If he does, stay in the tall grass and then take him out quietly. Sometimes Elena beats you to it.



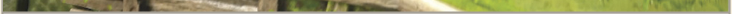


Fig. 18-5. If the wall-leaning guard enters yellow alert status, sometimes the guard above him will come down and investigate.

When guard **(F)** is not looking in your direction, leap from the left edge of this platform to the windowsill, or further left if you can. Once you're on this wall **(17)**, you are in no danger of him seeing you. Using the jutting bricks, scale the wall and hang from the top edge. Guard **(D)** patrols the top floor here (if he entered white or yellow alert status and did not jump down to the lower floor when you killed the last guard, you can sometimes find him in the room on the right). So either pull him into the water on his patrol route from the wall's edge or quickly enter the room on the right when guard **(F)** is not looking and choke him out.

Quickly hide behind the short wall **(18)** on his floor to hide from guards **(E, F, G)**. When guards **(F** & **G)** are not looking and guard **(E)** is in the nook to the left near the crates used to climb the column, run from behind cover and perform a quick vertical takedown. Do not hesitate and quickly climb the crates and get onto the column **(19)**. Quickly shimmy around the corner to hide from guard **(G)** and hang from the rooftop's edge under guard **(F)**. Pull him over when he walks up to the edge. Guard **(J)** in the distance may enter yellow alert, but if you drop off the wall out of sight nothing will come of it.

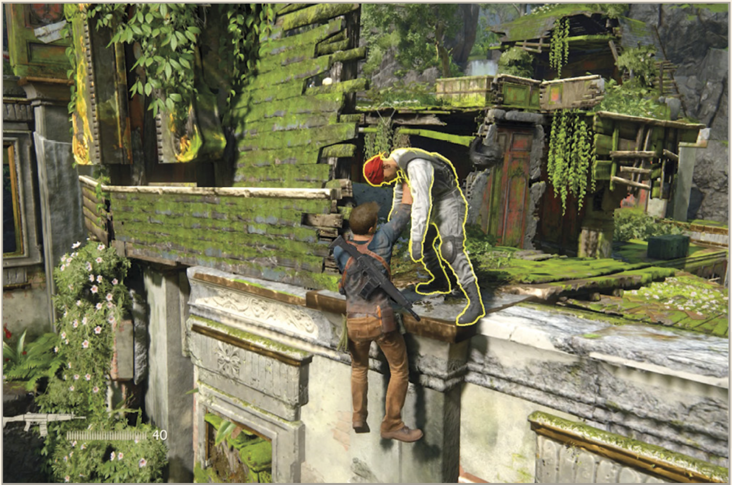
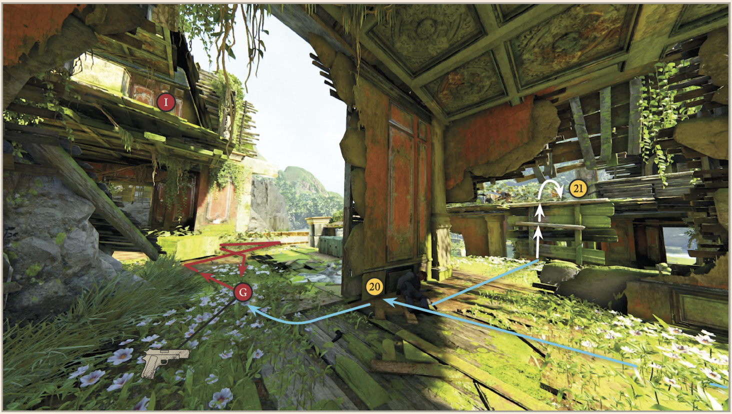


Fig. 18-6. You may find this guy in the room to the right if he entered alert mode when you took out the wall-leaner on the lower floor.

On the small ledge below the window near the column you climbed, scale the short wall that guard **(F)** was near and peer across the structure into the central structure's opening **(20)**. If you do not see guard **(G)**, pull up and sprint into that building. Take cover behind the furthest wall where it opens to a view of a ramp. Guard **(G)**'s patrol route stops at this opening.



If your wife doesn't beat you to the kill, spring out from behind the wall **(20)** and perform a stealth takedown when guard **(I)** is not looking. Nate will reach out and slam him against the wall. Brutal. Now run out the hole in the wall to the right and climb into the tall grass on the next platform **(21)**.

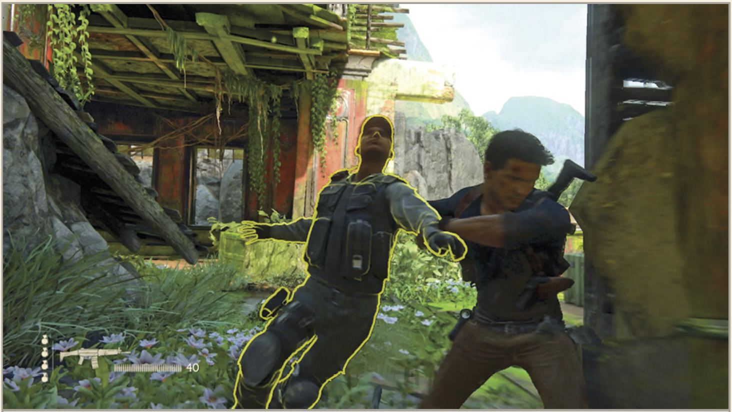
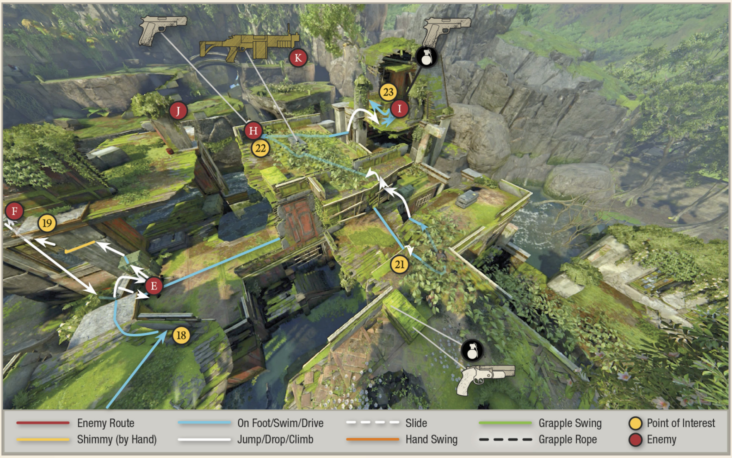


Fig. 18-7. If Elena doesn't get to him first, Nate performs a brutal, wall-slamming, stealthy takedown on this poor Shoreline soldier.

Leap from the ledge **(21)** to the rooftop of the building you just left. Head through the tall vegetation and take the China Lake GL from the crate in the center if you wish. It could come in handy much later if you don't use it during this scenario. When **(J)** and **(I)** are not looking, roll through the clearing of vegetation **(22)** to the guard **(H)** who always keeps his back to you. Choke him out and very quickly roll back into the vegetation.



Now get to the very end of the vegetation on this rooftop's right side and wait for **(J)** and **(I)** to be headed away from you before running across the mossy beam and leaping to the top floor of the next room with **(I)**. Quickly choke him out and take cover behind the block in the middle of the room **(23)**. Roll over the block to cover at the low wall at the back of the building so the guards across the ravine don't see you.

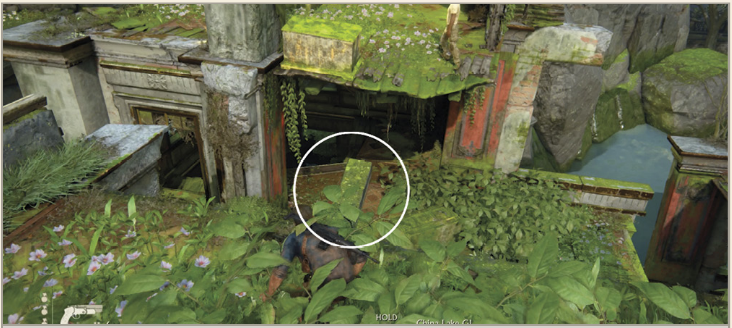
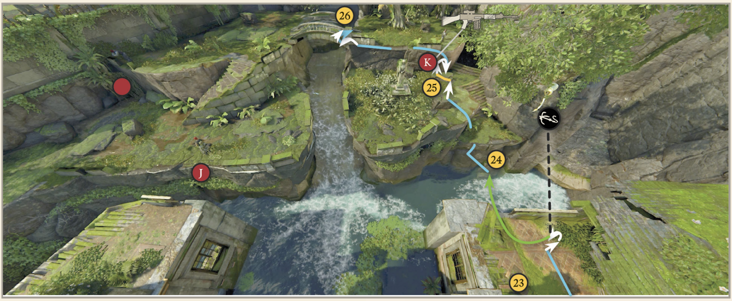
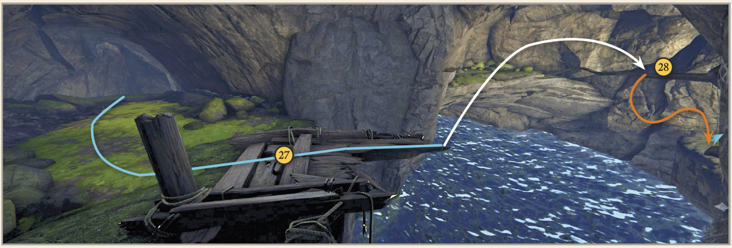


Fig. 18-8. When the coast is clear, run across this mossy beam and leap off the end of it to reach the next guard's floor.

When the two guards **(J & K)** are looking away, quickly jump over the wall so you are hanging on the other side. Then quickly press the Grapple button so you achieve a very low and quick swing across the water to the nearby low ledge **(24)** at the bottom of the staircase. When the guards look away, rush up the first set of stairs and hang on the wall **(25)** lining the second stairs. Shimmy slightly left and use the camera to make sure the lower guard **(K)** is looking away, then pull down the upper guard **(J)**. Roll into the tall grass behind the nearby tree. When the coast is clear, jump across the ravine and run into the exit cave **(26)**.

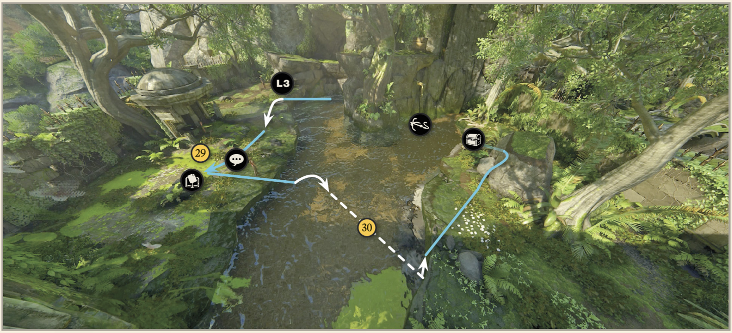


FIND A WAY TO RICHARD WANT'S MANSION



Work your way up the cave's left side to reach the pool at the very top. Drop into the water, turn left, and dive through the short underwater tunnel. Surface in the next cave and swim to the low landing where you can pull yourself out. Climb the next wall and proceed to the broken bridge section **(27)**. Jump to grab the branch **(28)** jutting from the cave wall and use it to swing over to the green ledge. Exit the cave and click **L3** to spot the Shoreline military trucks parked at Avery's mansion across the ravine.

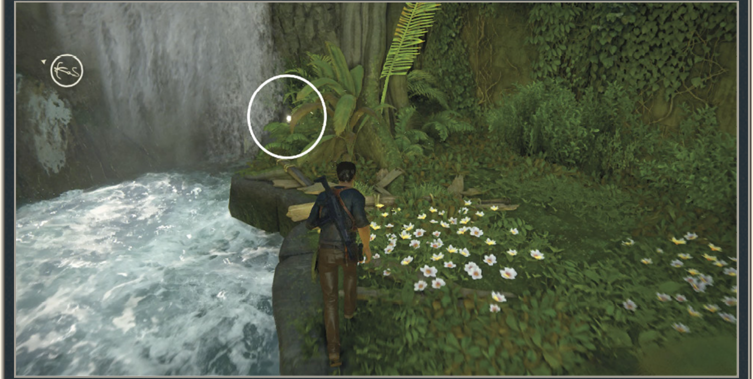
GET ATOP WANT'S MANSION



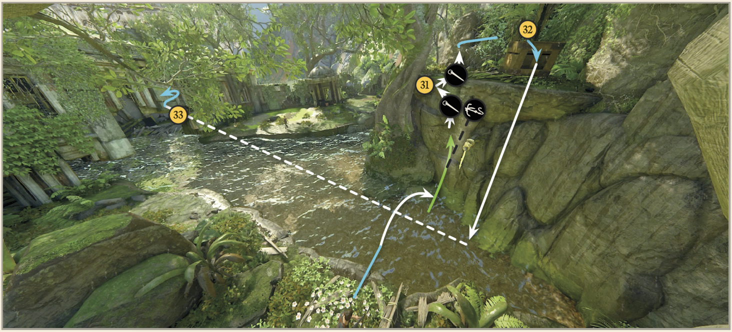
Hop down the ledge and approach the gazebo **(29)** where you can find the Optional Journal Note, a brutal message from Adam Baldridge to Richard Want—two more pirate captains at each other's throats. The ruined house just ahead must be Want's mansion. After you pick up the note, the Talk icon appears over Elena's head and you can engage her in the Optional Conversation, "They Were Both Founders." Then swim across the swift current **(30)** to the opposite side. If you explore upstream along the bank, you can find a treasure.

Fig. 18-10. The poor woman hanging around in the gazebo was a pawn in a captain's chess match.

Mughal Circular Box



After you swim across the fast stream from Want's gazebo, move up the opposite bank to find the Mughal Circular Box at the base of the cliff next to the waterfall.



If you head downstream to explore the ruins of Want's place, you'll soon find that you need a way to climb higher in order to proceed. In short, you need a box. Go upstream to the waterfall cliff and toss your hook at the grapple point. Press **L1** and push the left stick forward to climb the rope as high as you can. Then jump and grab the groove in the rock face.

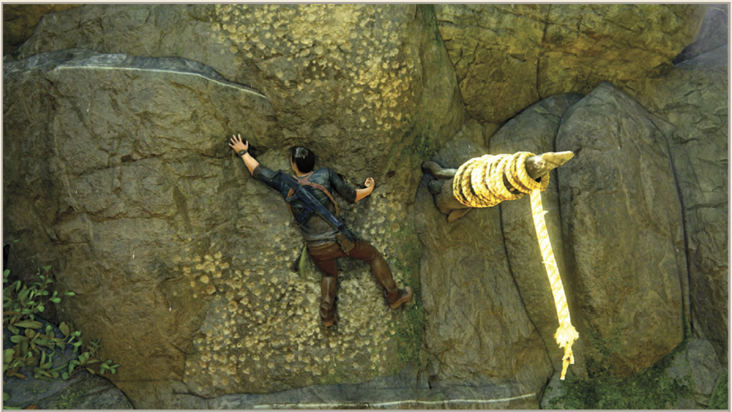


Fig. 18-11. Use your piton to climb to the crate on the terrace.

Make a piton stab into the porous rock and reach up to the left to grab the next ledge **(31)**. Make another piton placement up to your right, then pull up to the crate **(32)** on the terrace. Push the crate down into the water; the current carries it to the house **(33)**.

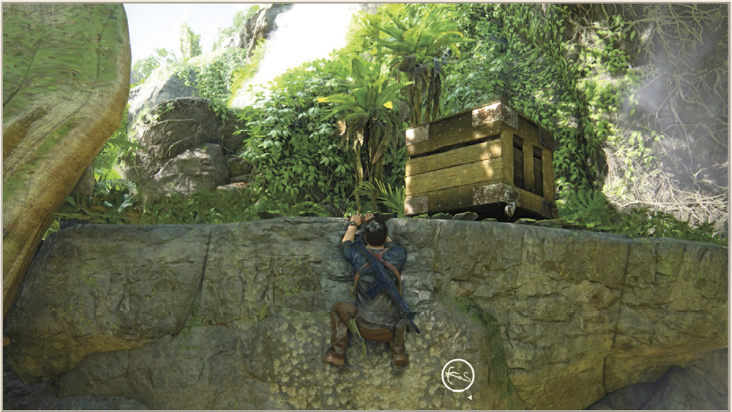
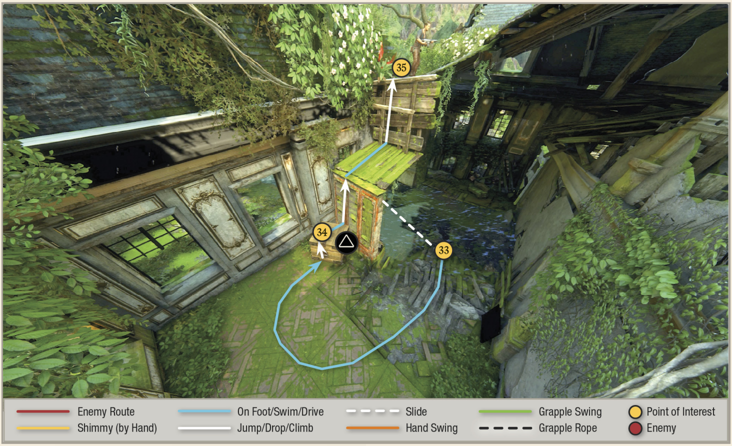


Fig. 18-12. This crate will serve as a climbing platform downstream at Want's house.



Jump into the water and ride the current down to the ramp next to the crate. Walk up the ramp to the floor platform and toss your grapple hook to the crate—Nathan says, "Come…come to papa!" Press **L1** to pull the crate onto the ramp. When it's secure, grab the crate and drag it next to the tall cabinet **(34)**. Elena automatically climbs the cabinet; follow her to the roof **(35)**. Then step forward until the roof collapses. You can just sit back and watch the wild ride as Nathan and Elena end up in the lagoon below.

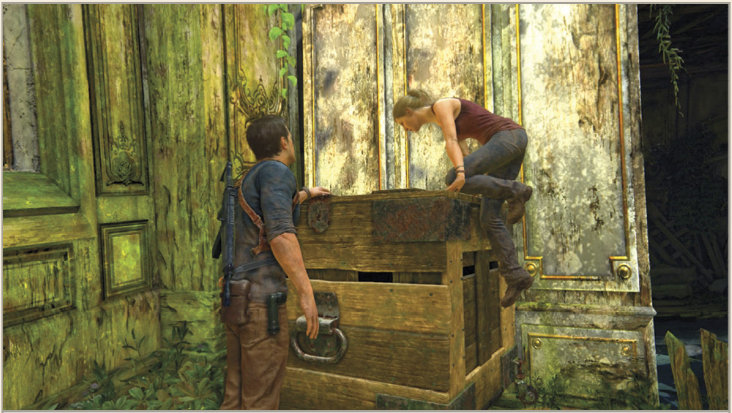
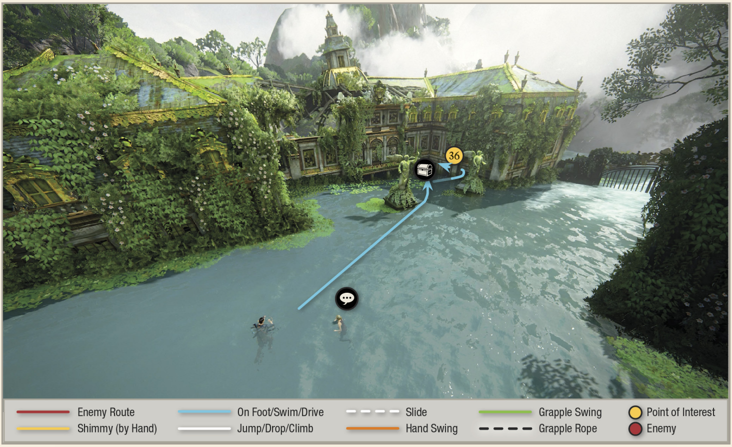


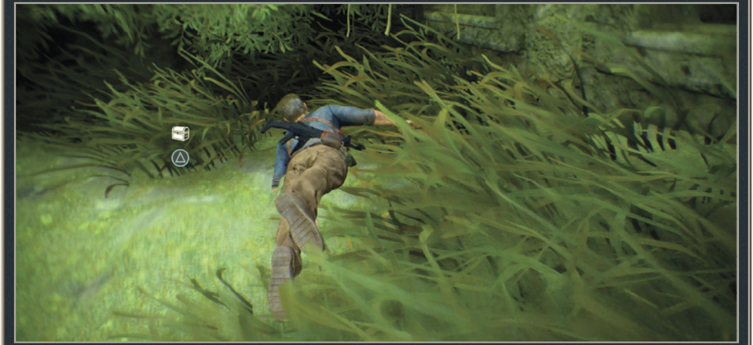
Fig. 18-13. Follow Elena up the cabinet to the roof.

EXPLORE ADAM BALDRIDGE'S MANSION

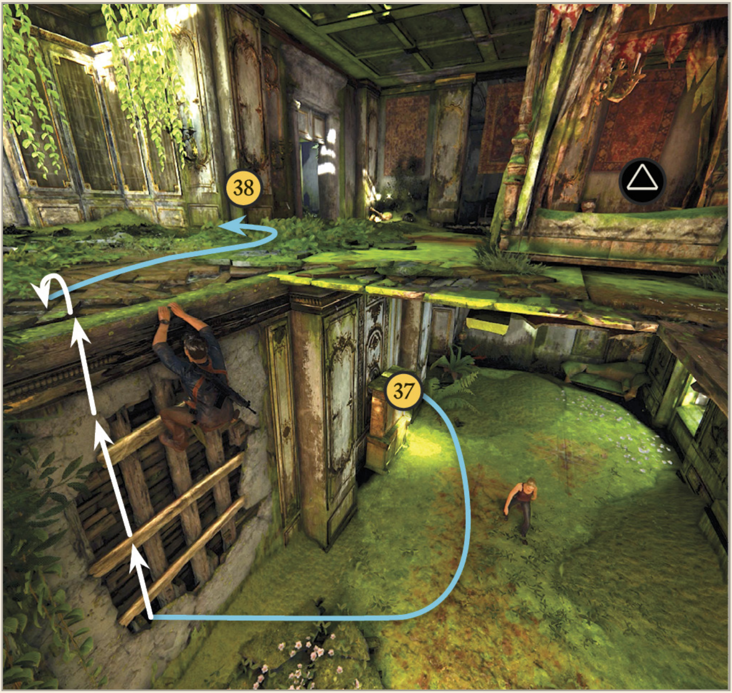


After landing in the lagoon, talk to Elena for the **Optional Conversation**, "I'm Fine…You?" Swim toward the next flooded house, veering toward the three open windows **(36)** near the rightmost angel statue. Look for a treasure in the water, then swim through any of the open windows.

Mughal Headdress



After the roof of Want's house collapses and Nathan plunges into the lagoon, swim toward the next mansion, Adam Baldridge's house. Dive into the corner behind the rightmost angel statue to find the Mughal Headdress in the underwater grass.



Inside, turn left then swim down the long corridor until you can walk. Continue around the corner **(37)** and climb the beams of the exposed wall frame into the bedroom on the second floor. (You can pick up and examine an ornate bird statue on the dresser.) Exit the bedroom via the doorway **(38)** into a grand hall lined with pillars.

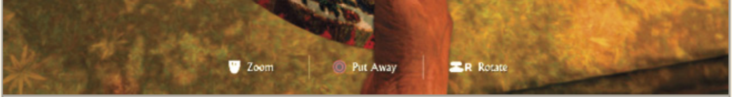
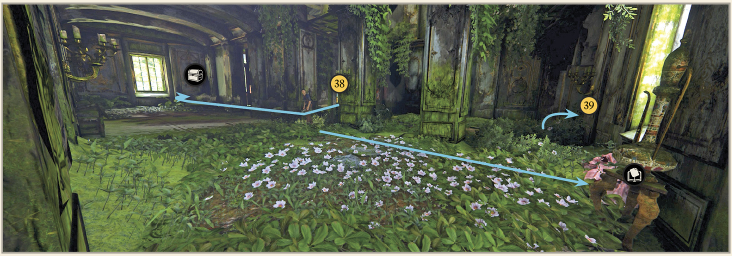
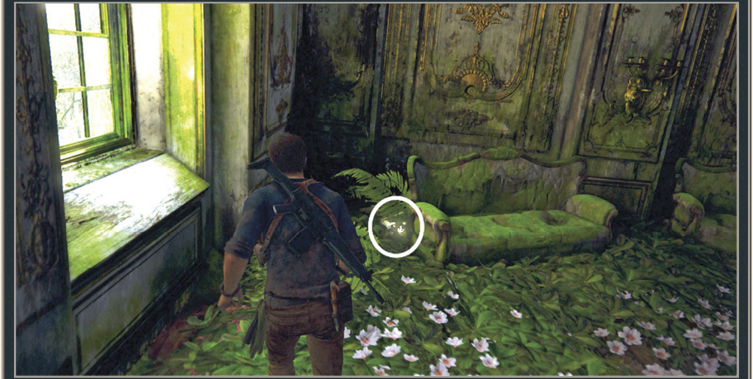


Fig. 18-14. This sits on the dresser in Baldridge's bedroom.

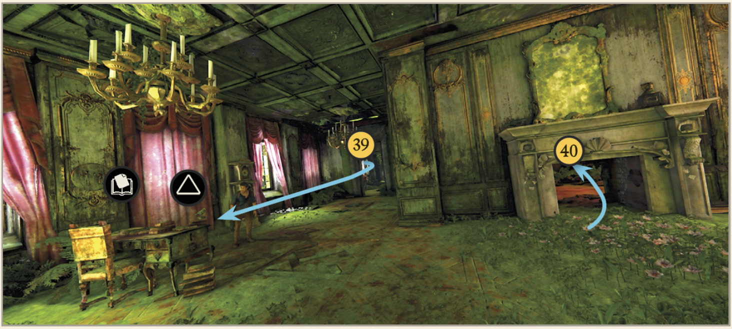


In the pillared hall, look for a treasure in one corner. Then approach the tall vase sitting on a small side table between the windows on the opposite wall. It's from the *Gunsway* heist, and Nathan jots an **Optional Journal Entry** to record it.

Spanish Brass Chalice



On the second floor of Baldridge's mansion, look for the Spanish Brass Chalice in the pillared hallway outside the bedroom. It sits on the floor in a back corner, behind one of the settees near the tall window.



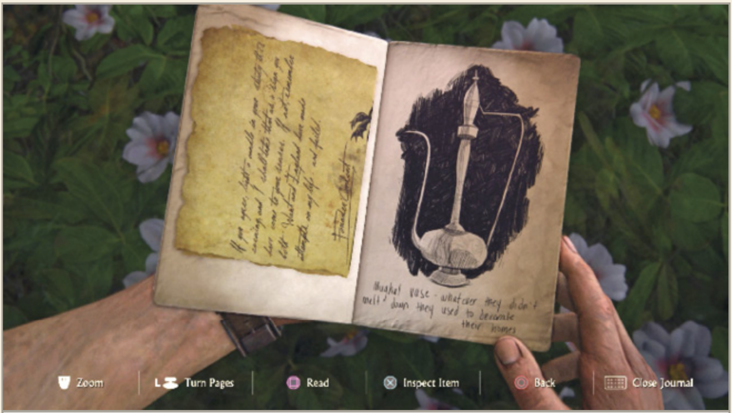
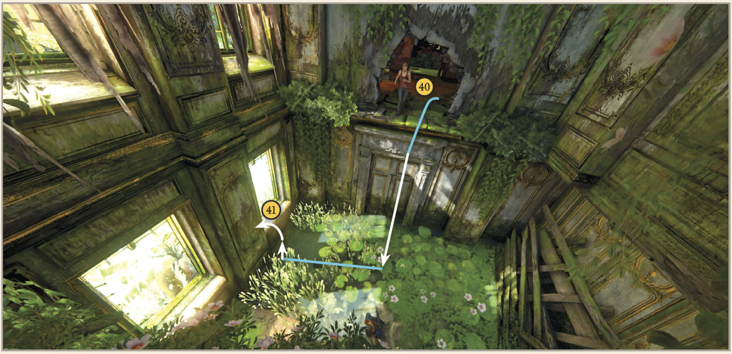
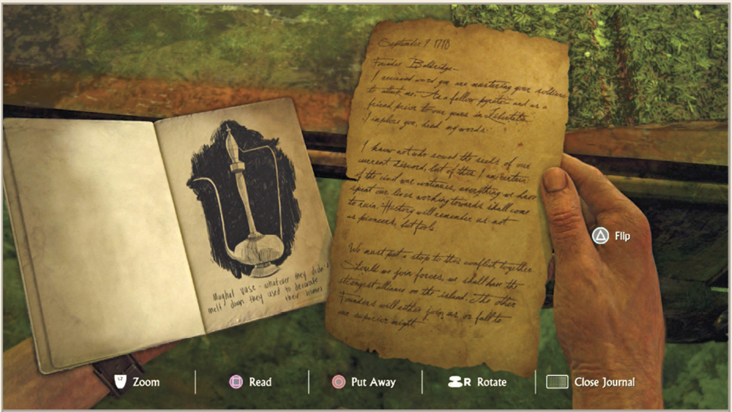

Mughal vase - whatever they didn't melt down they used to decorate their homes

Fig. 18-15. This Mughal vase is from the Gunsway heist, part of Avery's treasure.



Proceed through the nearby doorway **(39)** into the next room, a study with a desk. You can pick up and examine a parrot statue sitting on the desk's left corner. Then pick up the **Optional Journal Note** and read the letter from Founder Condent to Founder Baldridge to learn that conspiracy and rivalry ran rampant amongst the pirate founders of Libertalia. As Nate puts it, "It got all *Lord of the Flies* in here."



September 9 1718

Founder Baldridge—

I received word you are mustering your soldiers to attack me. As a fellow pyrate—and as a friend prior to our years in Libertalia—I implore you, heed my words:

I know not who sowed the seeds of our current discord, but of this I am certain: if the civil war continues, everything we have spent our lives working towards shall come to ruin. History will remember us not as pioneers, but fools.

We must put a stop to this conflict, together. Should we join forces, we shall have the strongest alliance on the island. The other Founders will either join us or fall to our superior might.

Mughal vase - whatever they didn't melt down they used to decorate their homes

Fig. 18-16. Grab Baldridge's conspiratorial note to Condent on the desk in the study.

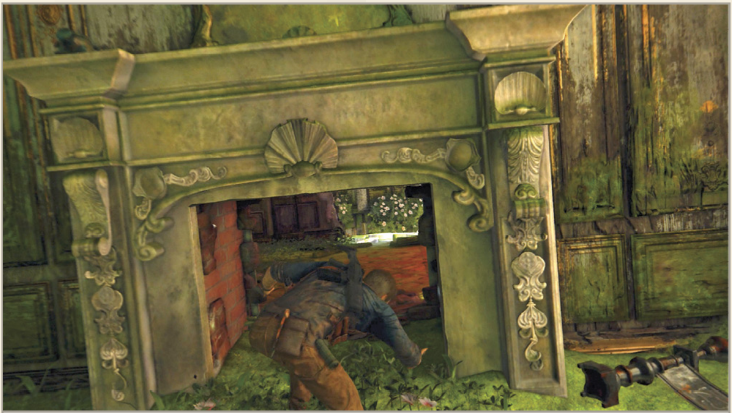
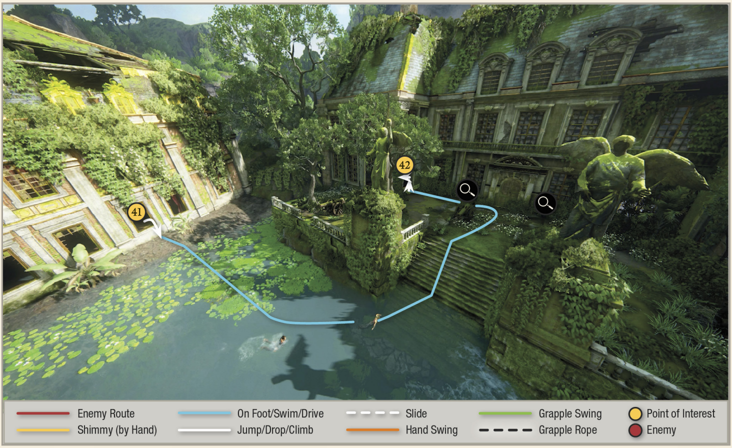


Fig. 18-17. Exit the study via the fireplace.

Exit Baldridge's study through the fireplace **(40)**, then crawl through the hole in the opposite wall to drop into a room below. Exit the house through the open window **(41)** and swim to the cannon-lined front steps of the next mansion.

GET TO THE SECOND FLOOR OF THOMAS TEW'S MANSION



Examine either one of the cannons, then enter the mansion via the broken window **(42)** to the front door's left. Move through the doorway into the great entry hall where a very swift current flows under the collapsed floor. Elena spots a possible exit on the remnants of the second floor; press **L3** to focus on it. Your task here is to find a way to it. Because the current is so strong, this requires several steps.

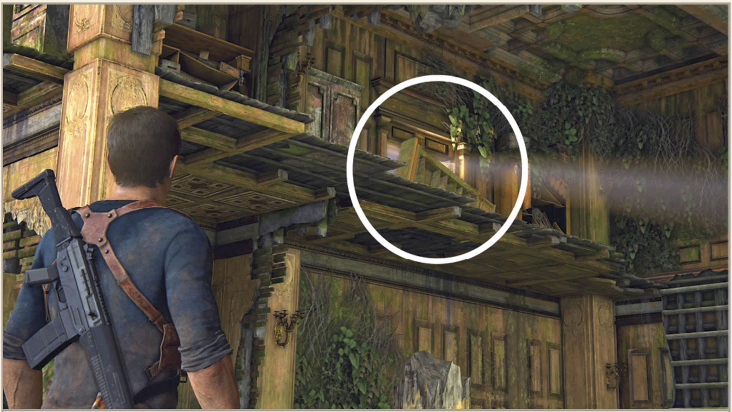
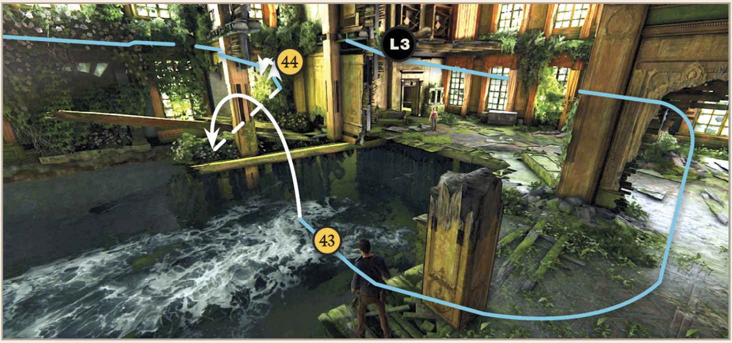
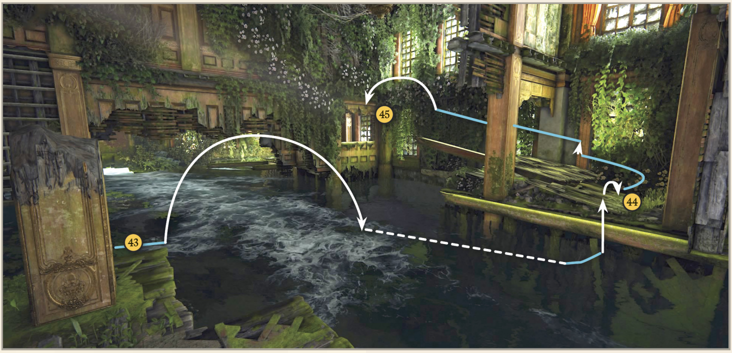


Fig. 18-18. That's the exit you want, on the next floor. It'll take some work to reach it, though.

First Step: You need to reach the long plank extending from the fallen ceiling chunk on the isolated floor section across the room. The current is too powerful to just step into the water and swim straight across to it. Instead, walk around the room and follow the long red rug through the wall hole. Go to the end of the floor **(43)** before you make a running jump out into the water. This way you can swim across the strong current before you get swept past the floor section you're trying to reach. Climb up onto the floor **(44)**.





Second Step: Walk to the end of the plank **(45)** over the water, then try to jump toward the hole in the far wall. The first time you try this, your weight forces the plank downward and you can't reach the hole. But Elena swims over to join you and steps onto the fallen ceiling chunk as a counterweight. This lets Nathan walk the plank again and complete the jump to the wall hole.

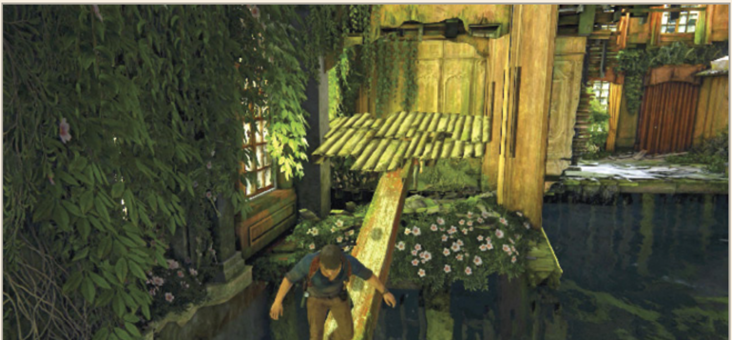
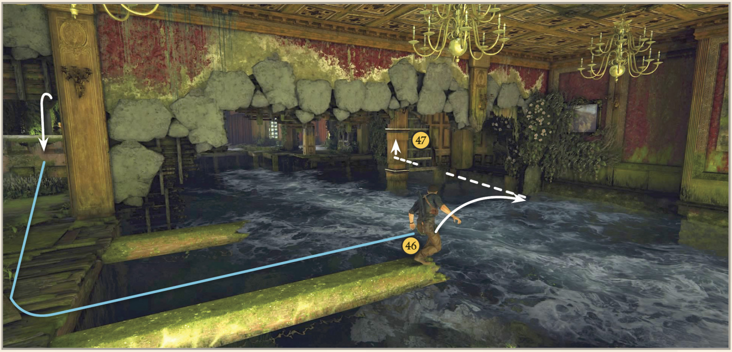
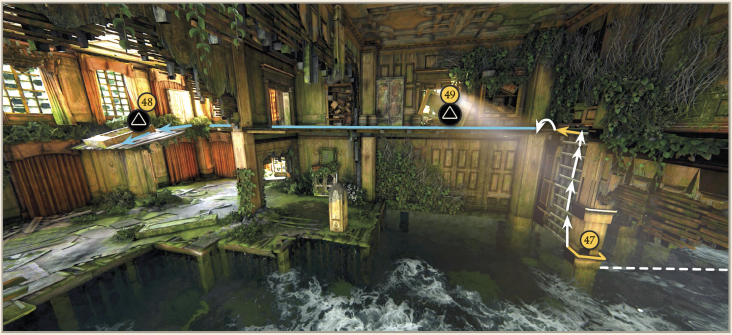


Fig. 18-19. Walking the plank in a pirate's house just makes perfect sense, doesn't it?



Third Step: After you get through the wall hole, walk to the end of the longer broken beam **(46)** extending over the water. Use it to jump as far as possible into the current, then swim toward the second vertical support strut **(47)**, which has handholds on it.



Fourth Step: Shimmy around the strut and climb the exposed wall frame to the top. Reach over to pull yourself up onto the second floor. Walk past the blocked exit and continue through the far doorway. Then grab the cabinet **(48)** and move the left stick to push it off the edge of the floor for Elena to climb up. Go back to the blocked exit door **(49)** and, with Elena's help, lift it out of the way.

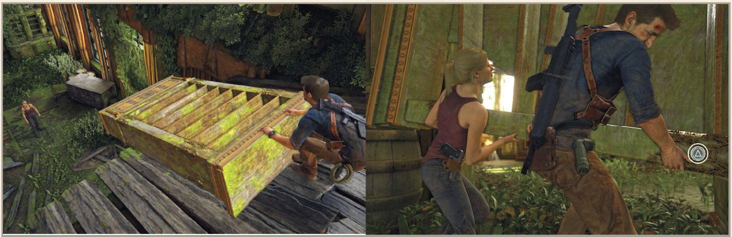


Fig. 18-20. Push this cabinet over the floor’s edge so Elena can use it to reach the second level. Then team up to clear the exit doorway.

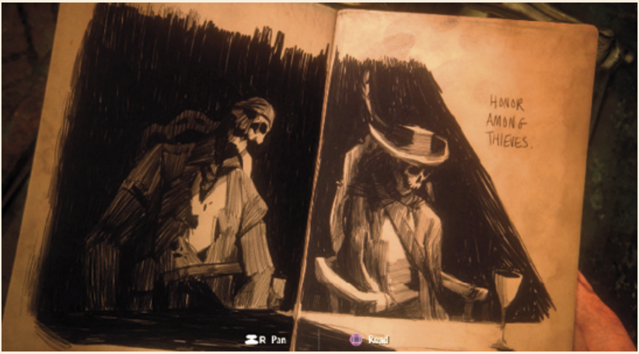
FIND TEW’S BANQUET HALL

Head down the corridor and examine the sigil on the left wall: This confirms you’re in Thomas Tew’s house. Continue to the doors on the left and enter the banquet hall. This triggers a scene: Nathan and Elena examine the remains of a fateful dinner and toast.

Fig. 18-21. This is how pirate captains “abandon their animosities.” For God and liberty!

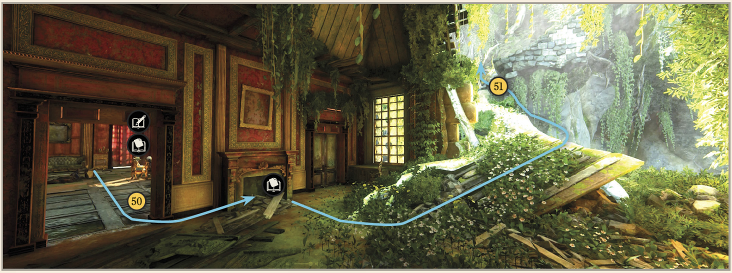
After the cutscene, pick up the Optional Journal Note (Tew’s invitation) from the corner of the table. Then examine the banquet table to make one last Optional Journal Entry—this is the last one in the game!

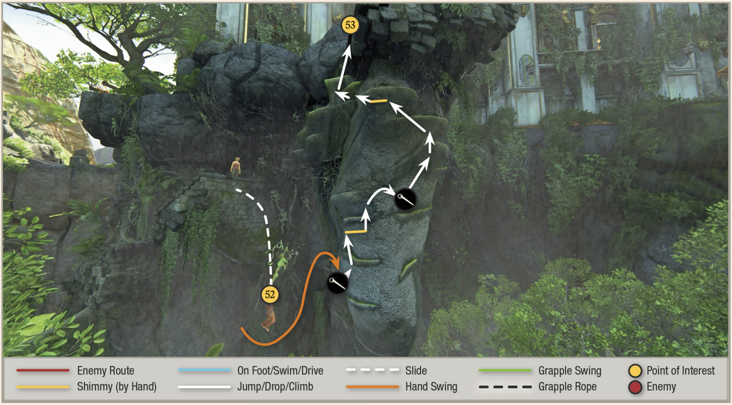
Trophy: The Lost Art Of Journaling



Nathan’s sketch of the banquet attendees in Tew’s mansion is the last journal entry available in the game. If you’ve made every Optional Journal Entry in the game up until this point, you earn a special trophy entitled “The Lost Art of Journaling.” Well done, treasure hunter.

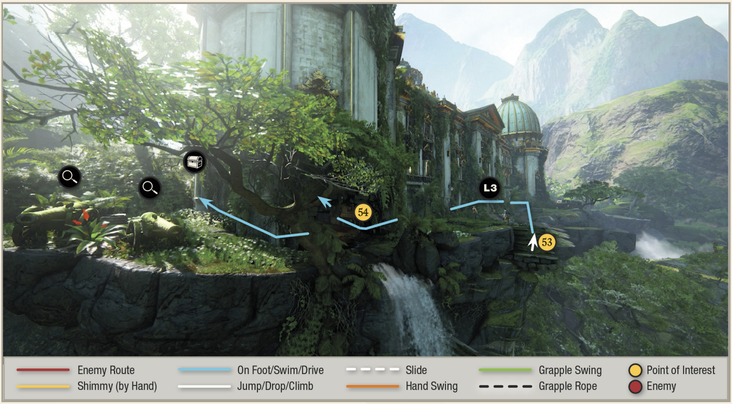
GET TO HENRY AVERY'S MANSION





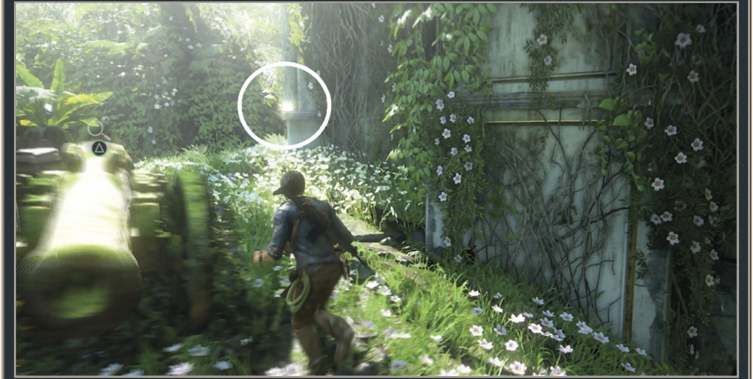
Exit via the far door **(50)** into a side room and look in the fireplace to find Tew's partially burnt Optional Journal Note asking for forgiveness. Then exit the house and cross the narrow, mossy bridge **(51)** to the stairs. Climb the staircase until it collapses; Nathan grabs a branch **(52)** on the way down. Swing to the handholds on the cliff and climb to the top, using your piton on the porous rock sections. At the top **(53)**, note the Shoreline truck still parked by the house.

Fig. 18-22. Shoreline got here before you. Be wary when you get inside.



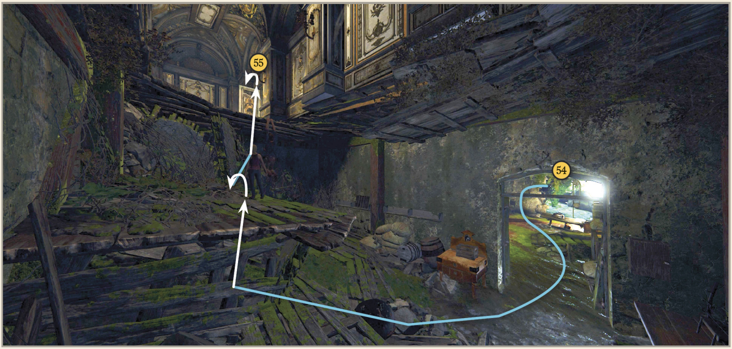
Go around the mansion's left side to examine either one of the two cannons and find a treasure on the nearby wall. Then come back toward the front and duck into the hole in the wall **(54)** that leads right into the kitchen area.

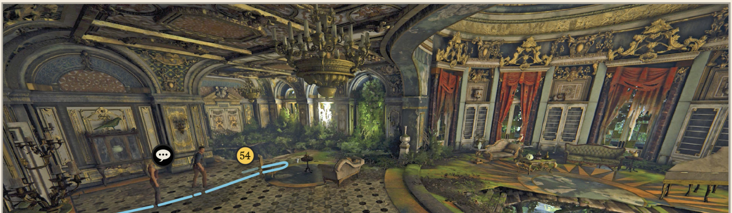
Mughal Painted Elephant



When you reach Avery's mansion, walk around the left side past the cannons and find the Mughal Painted Elephant sitting on a low ledge on the house's wall.

GET TO THE ENTRY HALL





Move through the kitchen into the next room, a storage area. Pull up onto the collapsed ceiling section, then climb onto the mansion's first floor **(55)**. Go through the next doorway and behold the ostentatious display of wealth as Nathan and Elena chat; when the Talk icon appears over Elena, engage in the **Optional Conversation**, "Sounds Like My First Job." Veer left to jump down the floor hole **(56)** and short slide. Then move into the massive entry hall.

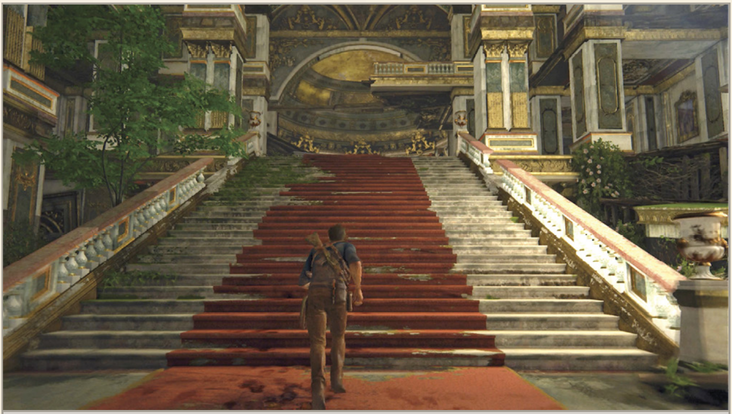


Fig. 18-23. Henry Avery was the lord of Libertalia, and everything in his house reflects that…including his main staircase.

Examine the front entrance on the right; Nathan points out that Shoreline has barricaded the door, and Elena notes their muddy footprints. Before you follow the tracks, look around to find weapons/ammo sitting on crates. Stock up for the impending gunfight!

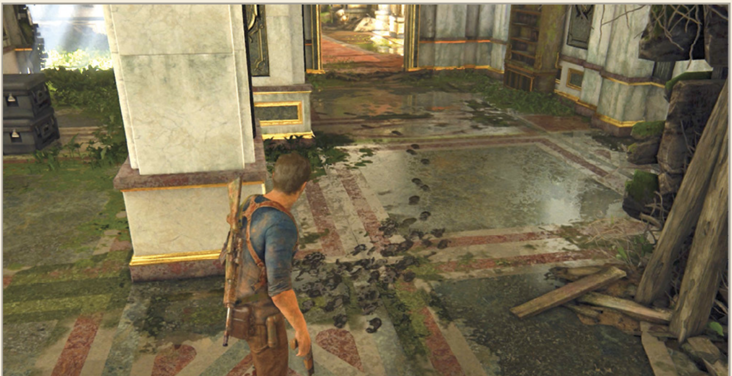
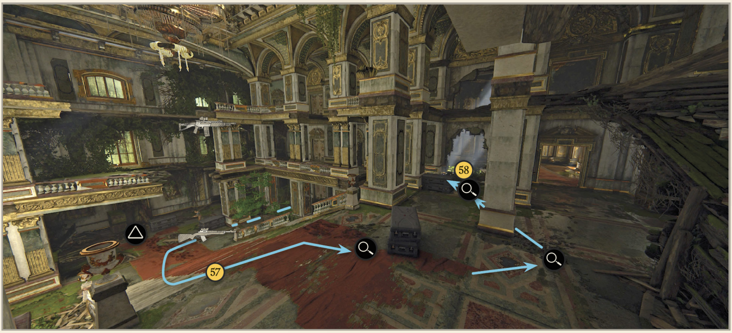
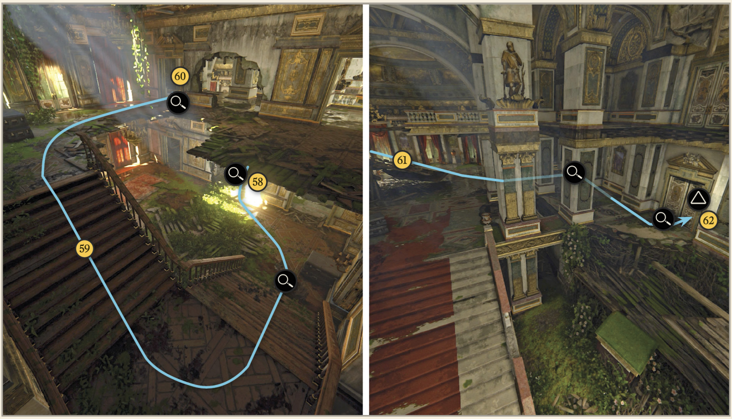


Fig. 18-24. Once again, follow the Shoreline footprints. These slobs never wipe their feet.

TRACK DOWN THE MERCENARIES



Now start tracking the muddy footprints. Climb the main staircase **(57)** to the second floor. Turn left and follow the prints through the door or wall hole **(58)** to the back stairs **(59)**. Climb those stairs to the third floor. (Note the dark crates stacked in the corner at the staircase's top—a well-protected defensive position for the wild gunfight you're about to trigger.)



The footprints lead through a doorway **(60)**, then descend a ramp formed by collapsed flooring **(61)** that leads back down to the second floor…right back where you started at the top of the main staircase! Finally, the prints curve around one last corner and end at a pair of ornate doors **(62)** blocked from the other side. Try to push open the doors with Elena's help. This triggers an ambush!

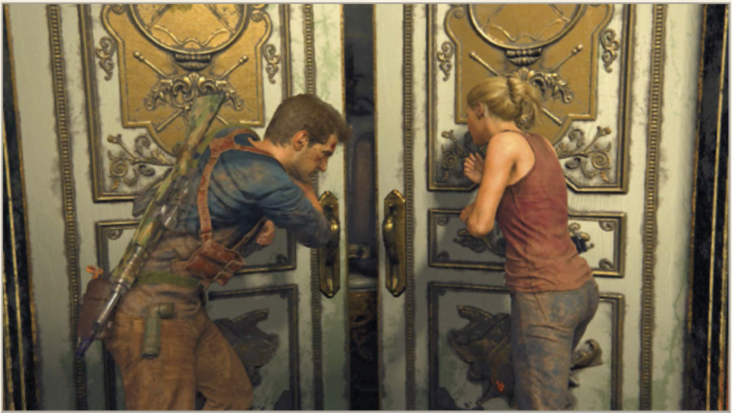
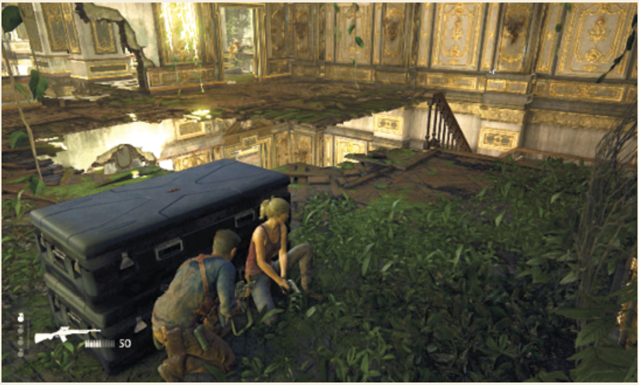


Fig. 18-25. Bashing at these doors triggers a vicious Shoreline ambush.

FIGHT OFF THE SHORELINE THUGS!

This is a nasty fight. Cover and peripheral awareness are more important than usual because you're seriously outnumbered, the attackers are on multiple levels, and they actively try to use their advantages to outflank you. If you have a good rifle with a scope and plenty of ammo, you can try to stay put and patiently take out goons while keeping a sharp eye on side movement. (Elena helps some, but don't count on her to protect your flanks.) Or you can get aggressive, pick up a shotgun, and fight on the move.

Camp Drake



A good, protected place to camp out and wait for enemies is behind the stacked crates near the top of the mansion's back staircase that connects the second and third floors. The corner location protects you from flanking movements and the collapsed flooring gives you firing angles at two floor levels. You can rush out, shoot through the doorways or floor hole, and then hustle back behind the crates for recovery, if necessary.

You face a full variety of Shoreline troopers, including snipers on separate balconies across the hall from where you start the fight. You can try advancing up the fallen floor ramp to their level and then taking them out. Grab one of their **M14 Custom** rifles, sit in a perch and pick off foes from afar.

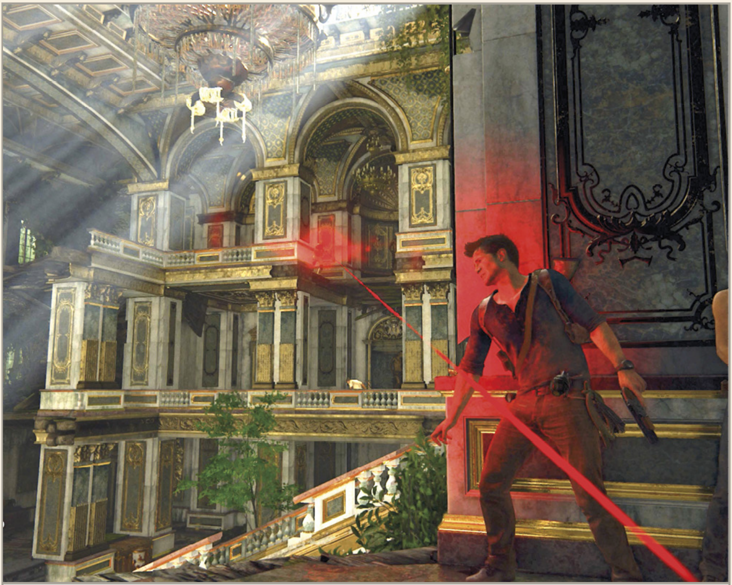


Fig. 18-26. Snipers take up positions over on the third floor balcony.

Also beware of the heavy trooper wielding the **New Weapon**, the rapid-firing **DShK** heavy machinegun. He wears thick body armor, so he advances aggressively at your position, largely ignoring cover. When you knock out this trooper, you can try lugging this weapon for a bit—you gain fearsome firepower but lose mobility and the ability to cover (except to step behind obstructions that stand between you and the enemy).

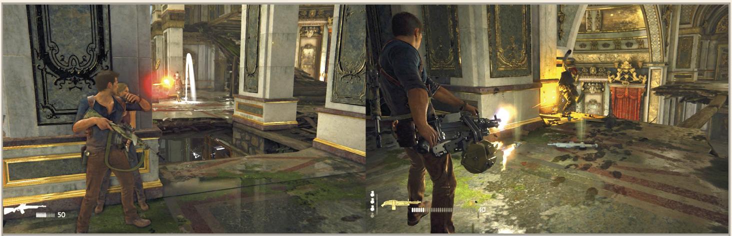


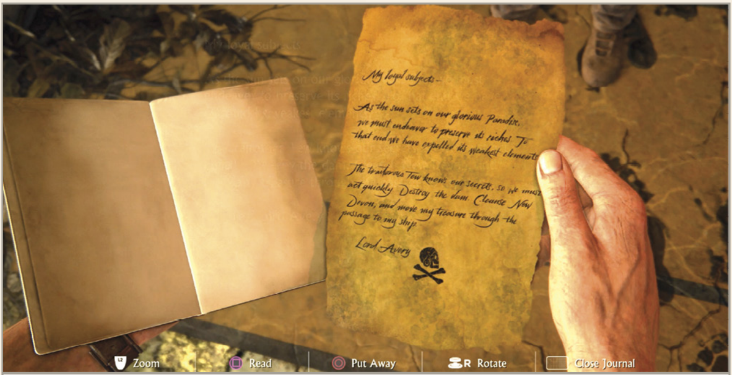
Fig. 18-27. Save your grenades for the minigun-toting heavy who first comes at you on the second floor. Grab his fallen gun if you want.

FIND AVERY'S STUDY

When you finally clear the hall, go back to the blocked door **(62)** on the second floor and ram it open with Elena. Nathan bursts through and lands almost face-first on a corpse holding a letter from none other than the lord of Libertalia himself, Henry Avery. Elena walks down the corridor to another doorway as she reads it, so follow her. Avery clearly grew to see himself as a new royalty, even referring to his "loyal subjects." You learn why the waters flow through New Devon. The letter also mentions something about moving Avery's treasure through "the passage to my ship."

Fig. 18-28. Hey man, why the long face?

When Elena finishes reading, she hands Avery's letter to Nathan; although it's technically listed as an Optional Journal Note, you can't proceed with the story unless you take it. Then follow Elena through the doorway into Avery's huge study, where the Shoreline footprints suddenly end.



My loyal subjects–

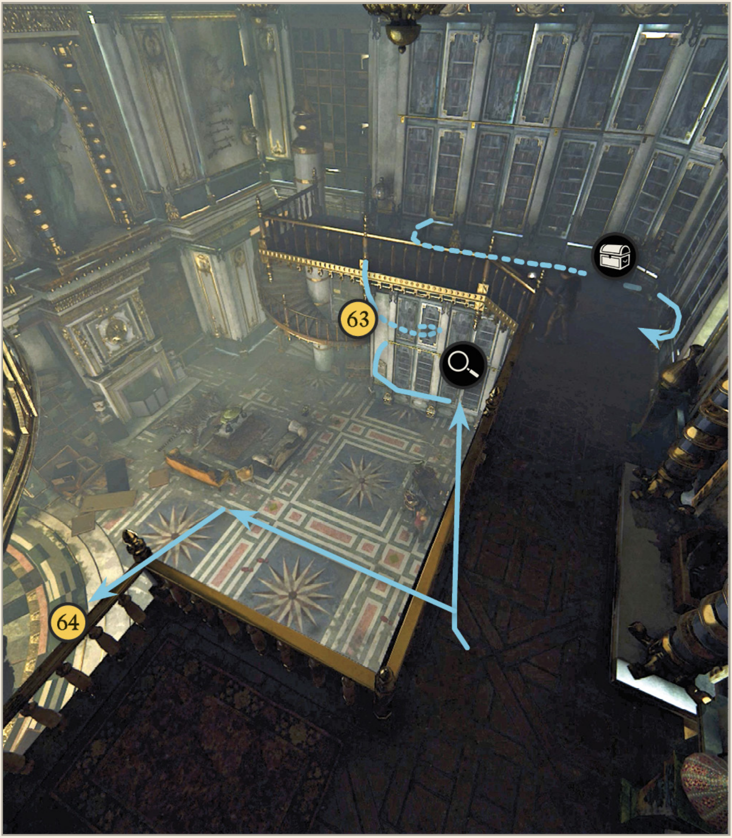
As the sun sets on our glorious Paradise, we must endeavor to preserve its riches. To that end we have expelled its weakest elements.

The traitorous Tew knows our secrets, so we must act quickly. Destroy the dam. Cleanse New Devon, and move my treasure through the passage to my ship.

Lord Avery

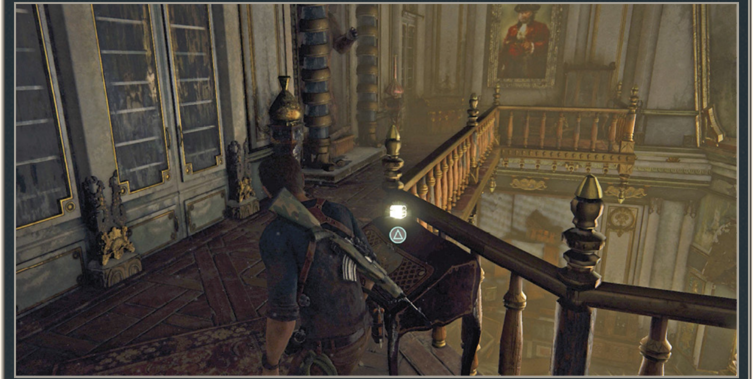
Fig. 18-29. Avery's letter to his "loyal subjects" fills in the last few missing pieces of the story.

FIND AVERY'S PASSAGE

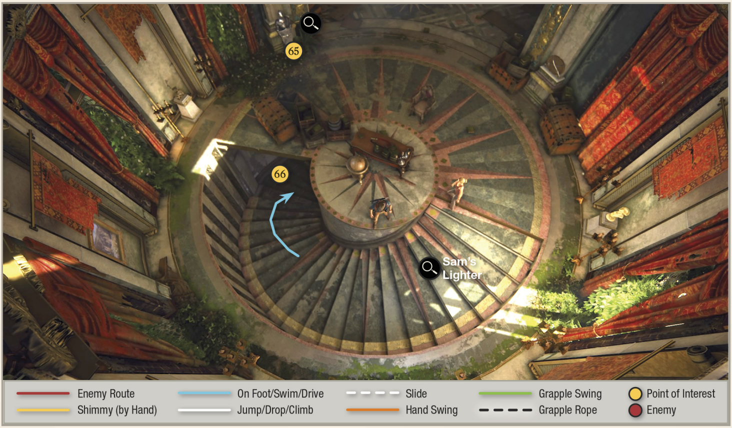


What a room! After Elena says, “Let’s look around,” go examine the framed proclamation near the spiral staircase **(63)** and climb the stairs to find a treasure. Then go explore the circular bay **(64)** of the study.

Mughal Dinnerware



Climb the spiral staircase in Avery's study and find the Mughal Dinnerware sitting on a small table at the corner of the balcony walkway.



Find the lighter on the floor near the globe; Nathan recognizes it as Sam's! He also deduces that the passage must be nearby, and a switch must activate it. Now you can start exploring stuff along the wall. You can examine the paintings to look behind them; pick up the clock, urn, and sculpture; and pull on the suit of armor.

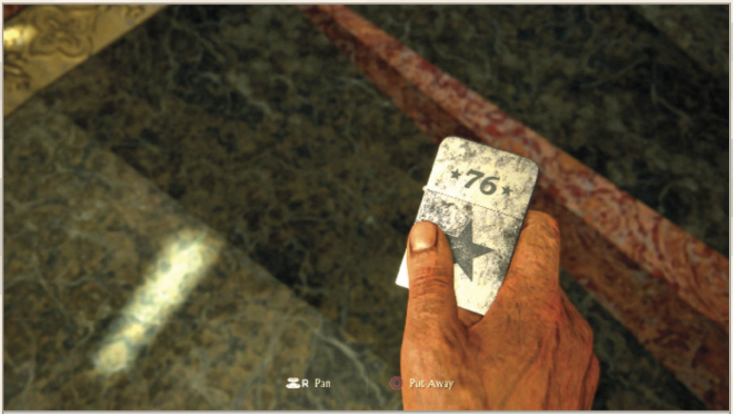


Fig. 18-30. Pick up Sam's lighter, then examine all of the objects around the circle.

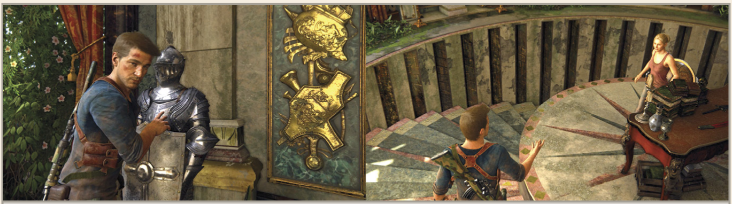


Fig. 18-31. Examining the suit of armor triggers Elena's probe of the globe that opens the passage.

Examining the armor **(65)** triggers a scene: Elena touches a spot on the globe, and that activates the opening of a circular stairwell. Head down the stairs **(66)**. At the bottom, turn the crank to open the gate and trigger the short, chapter-ending cutscene: Nathan and Elena begin their descent into Avery's secret passage.

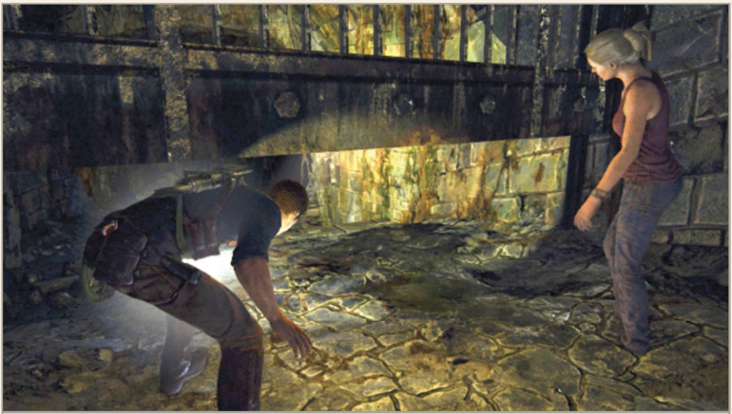


Fig. 18-32. Open the gate to Avery's passage!

Story Walkthrough

Chapter 19: Avery's Descent

Nathan and Elena have discovered Henry Avery's secret escape route from his New Devon mansion. It's a dark, precarious underground passage. Be prepared for booby traps and deadly puzzle chambers.

Collectibles

Treasures: 2

GET THROUGH THE FIRST PUZZLE CHAMBER

Proceed down the passage to the first chamber. Both side exits from the chamber are blocked by debris, so continue to the opening on the opposite side. After a few steps, examine the fresh footprints. Then continue forward into the second chamber.

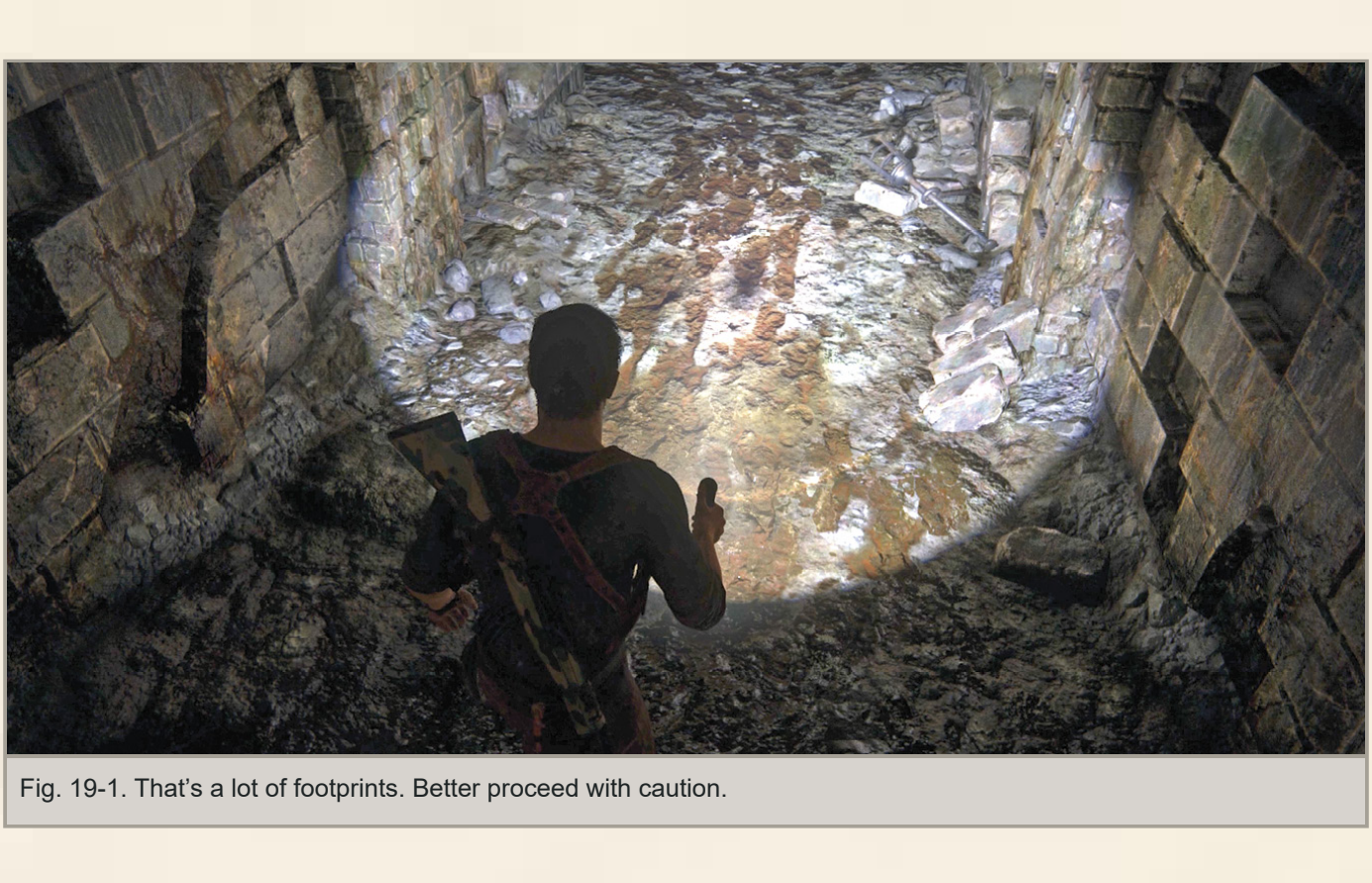


Fig. 19-1. That's a lot of footprints. Better proceed with caution.

Here, the only way out is via the left passage. Follow that passage until something rocks the tunnel—is that Nadine's men, using dynamite again? Proceed into a larger chamber with square tiles on the floor to trigger a quick cutscene: The room is revealed as a puzzle with deadly consequences for mistakes.

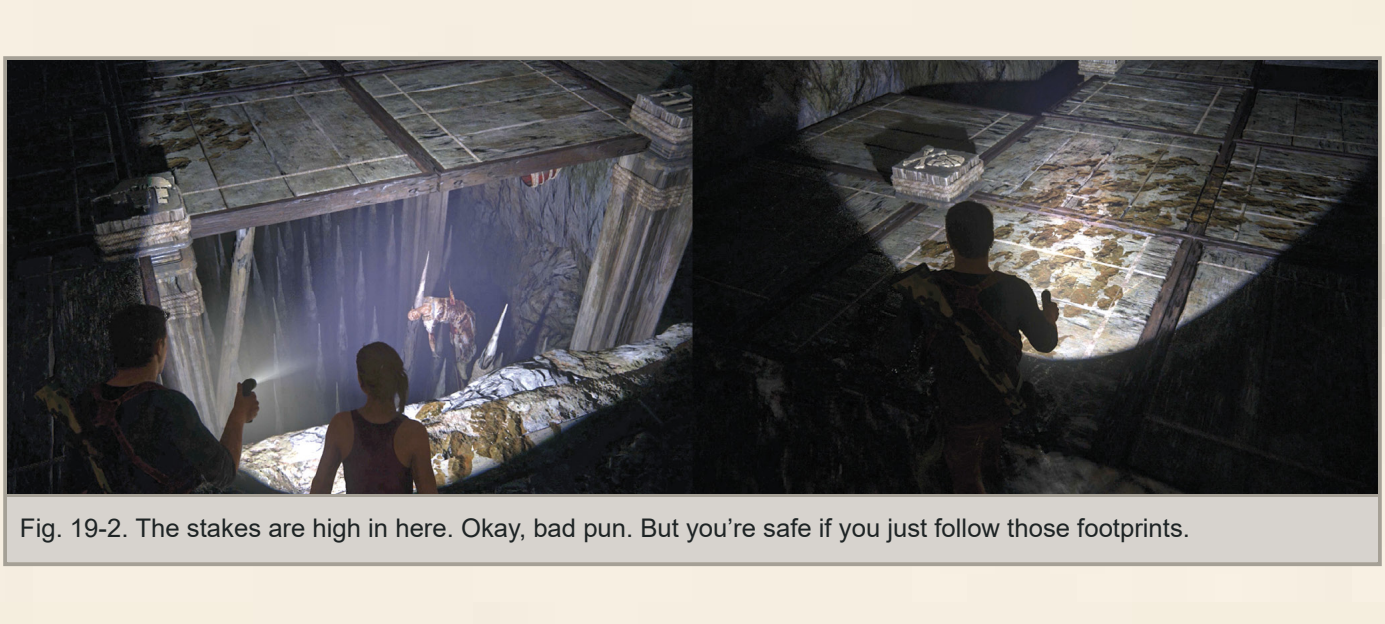


Fig. 19-2. The stakes are high in here. Okay, bad pun. But you're safe if you just follow those footprints.

This first room's solution is simple: Just follow the muddy footprints. When you get safely past the tile floor, find the spot in the next chamber where the footprints end at a tunnel opening blocked by debris. Try to move the debris with Elena—no luck! Then, to make things worse, Nathan's flashlight batteries fail, and Sam's lighter doesn't work either. Fortunately, Elena brought matches. Be patient as you wait in the dark while she makes a couple of torches.

Fig. 19-3. Elena has a torch for Nathan.

Take the torch she hands to you. Then find the hole in the ceiling and boost her up into it. Jump to grab her hand; Elena pulls up Nate. Proceed down the low tunnel until you drop into a new chamber. Light the area torch across the room. Avery had a unique sense of justice.

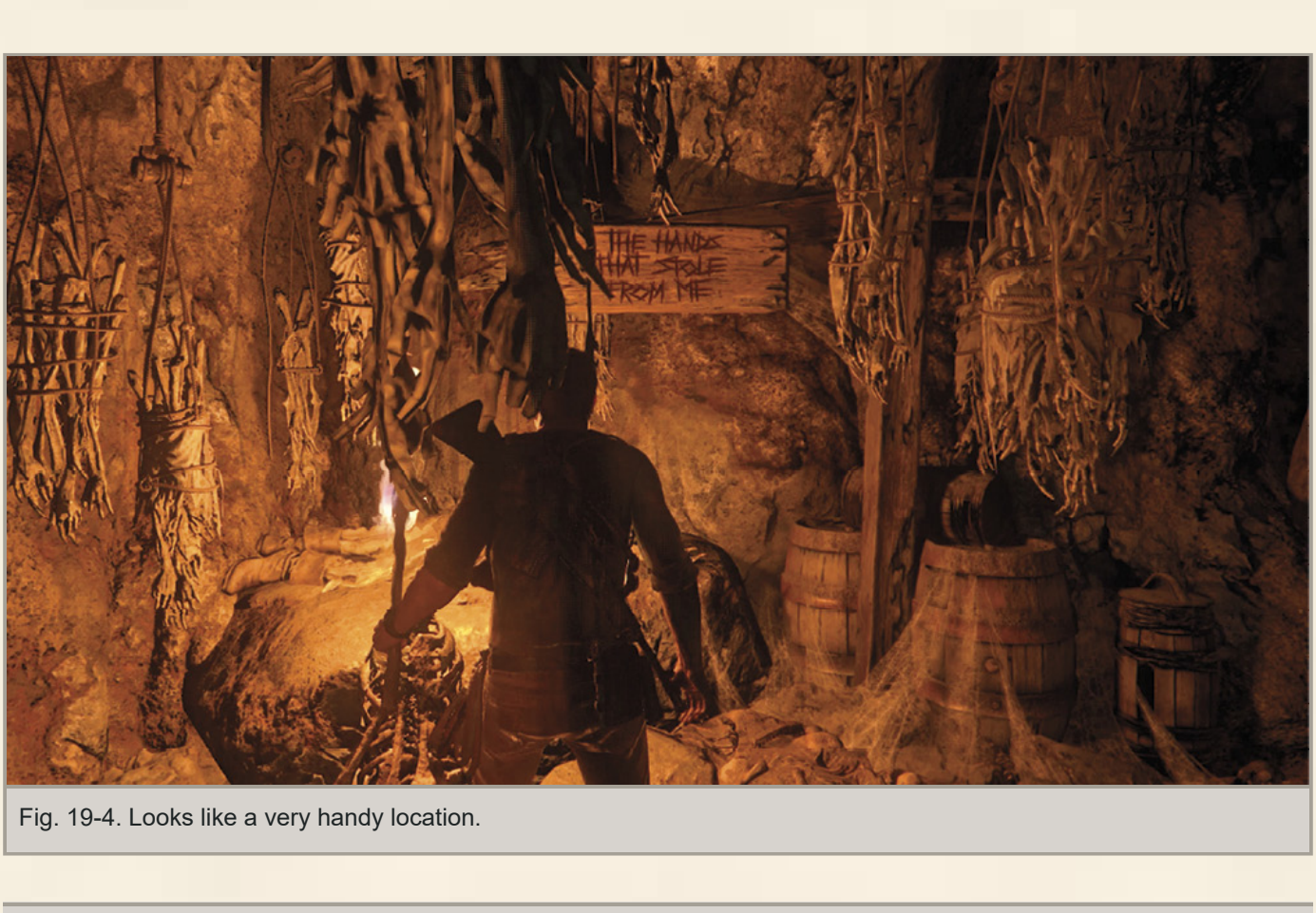


Fig. 19-4. Looks like a very handy location.

AVOID THE EXPLOSIVE TRAPS

Head down the exit tunnel (left of the "Hands" sign) to the next chamber and light the area torch there to see more gibbets. After a few steps down the next passage, you see some wrapped corpses. These are Avery's booby traps. When you approach them, they suddenly burst into flames and explode! This first time, the game switches to slow motion, letting you roll away to safety: Just pull back on the left stick and press ◉.

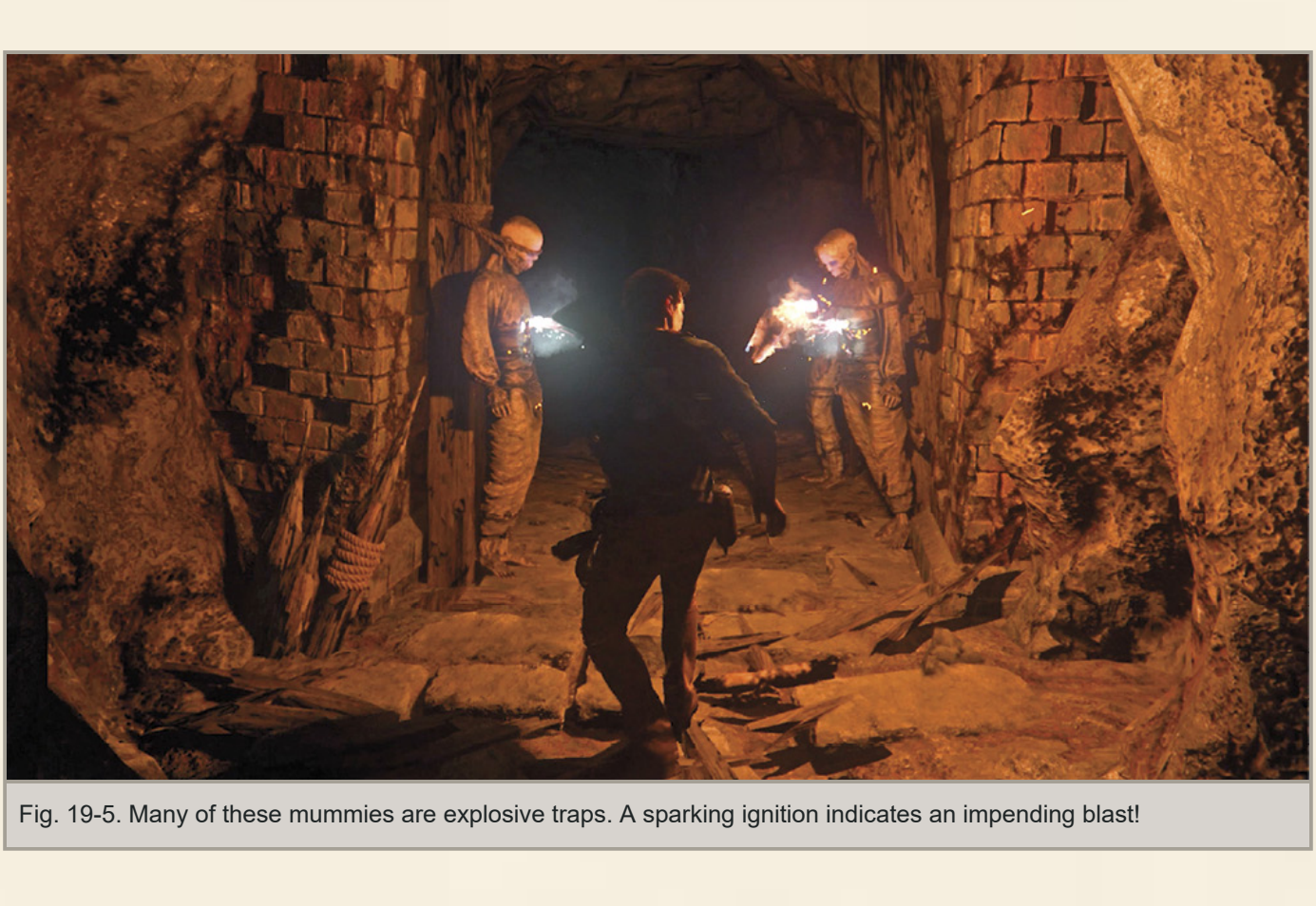


Fig. 19-5. Many of these mummies are explosive traps. A sparking ignition indicates an impending blast!

Time to proceed more carefully. Note that each explosive mummy ignites just before detonating, giving you a couple seconds of advanced warning. You also see red "blast" icons onscreen that point to any ignited mummies that are off-screen, out of sight.

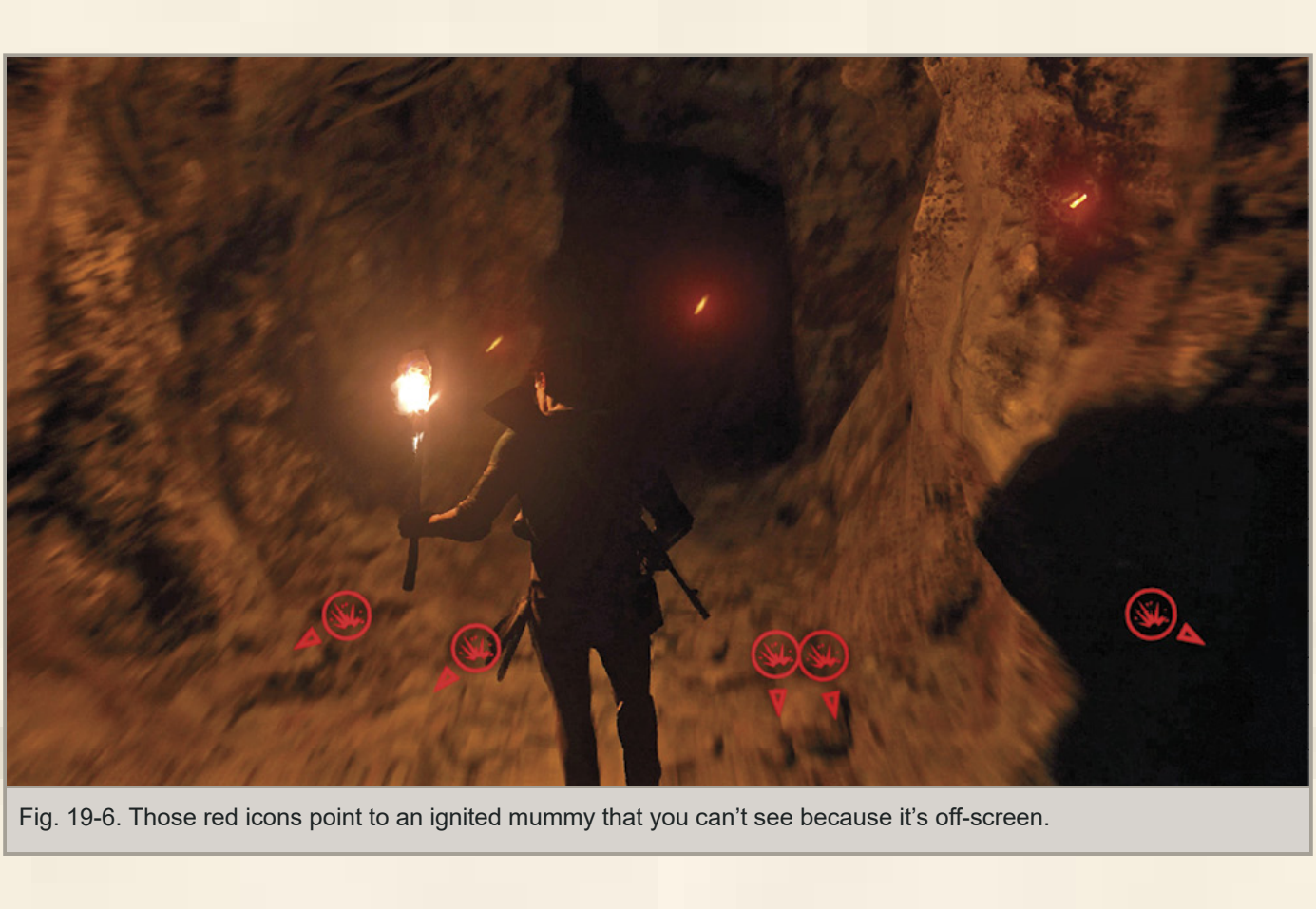


Fig. 19-6. Those red icons point to an ignited mummy that you can't see because it's off-screen.

The next two mummies just down the tunnel explode as well, so roll backward fast when they ignite. Keep moving down the passage until you see a low wall ahead. The three mummies before the low wall are explosive, but they don't ignite until you hop over the wall; two more mummies just on the other side of the wall ignite as well. Avoid this trap by vaulting quickly over the wall and rolling forward past the mummies instead of backward; if you go backward, the wall blocks your roll and traps you in the blast radius.

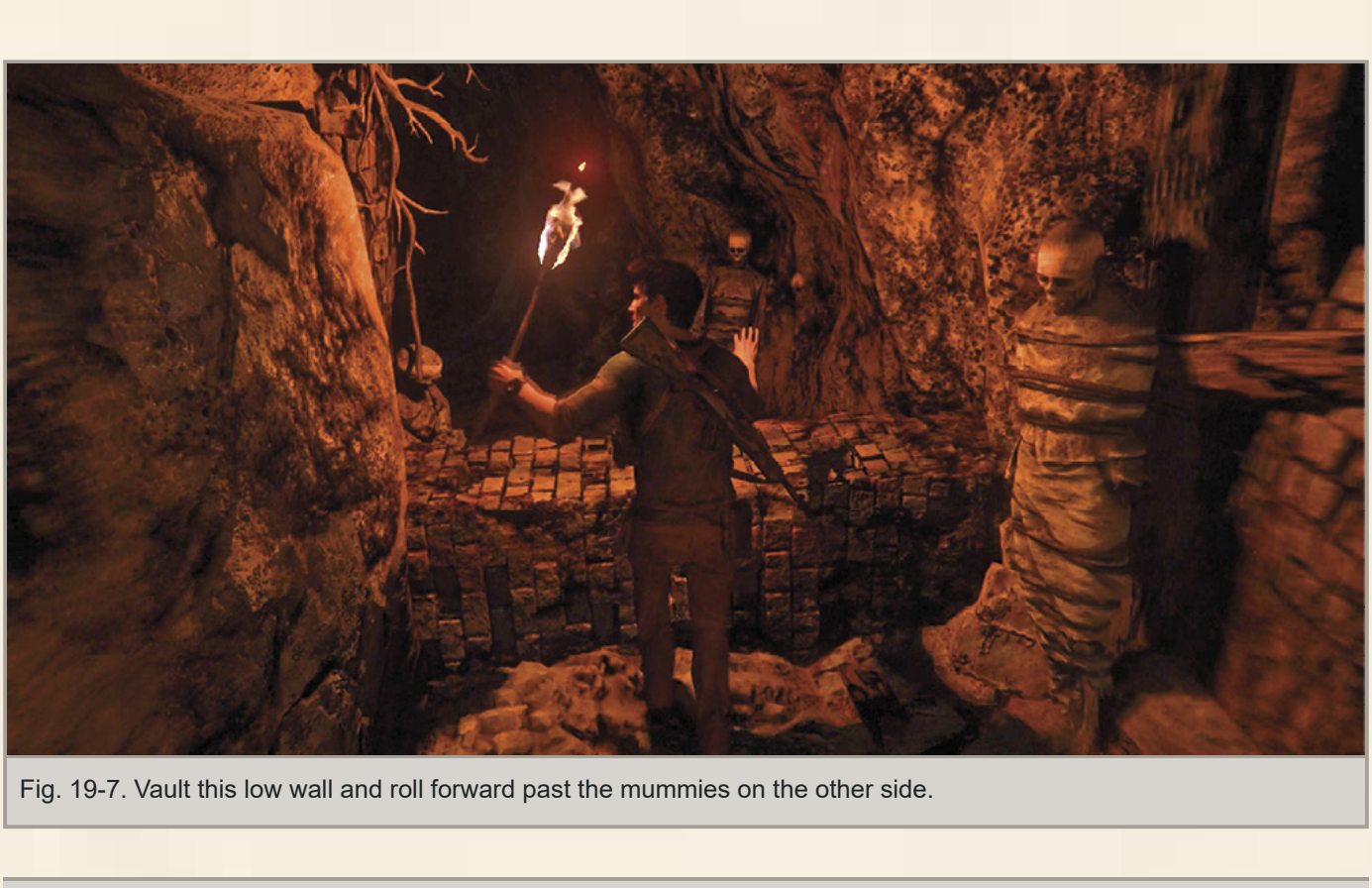


Fig. 19-7. Vault this low wall and roll forward past the mummies on the other side.

GET PAST THE "HEART" ROOM

Turn left into the next passage and slide down the slick rock. At the bottom, turn right and climb up three ledges to an opening high on the wall. Then drop into another grisly chamber hung with ribcage mobiles. Light the area torch to see a heartfelt message from Captain Avery.

THE HEARTS THAT HARDENED AGAINST ME

Fig. 19-8. Avast, me hearties!

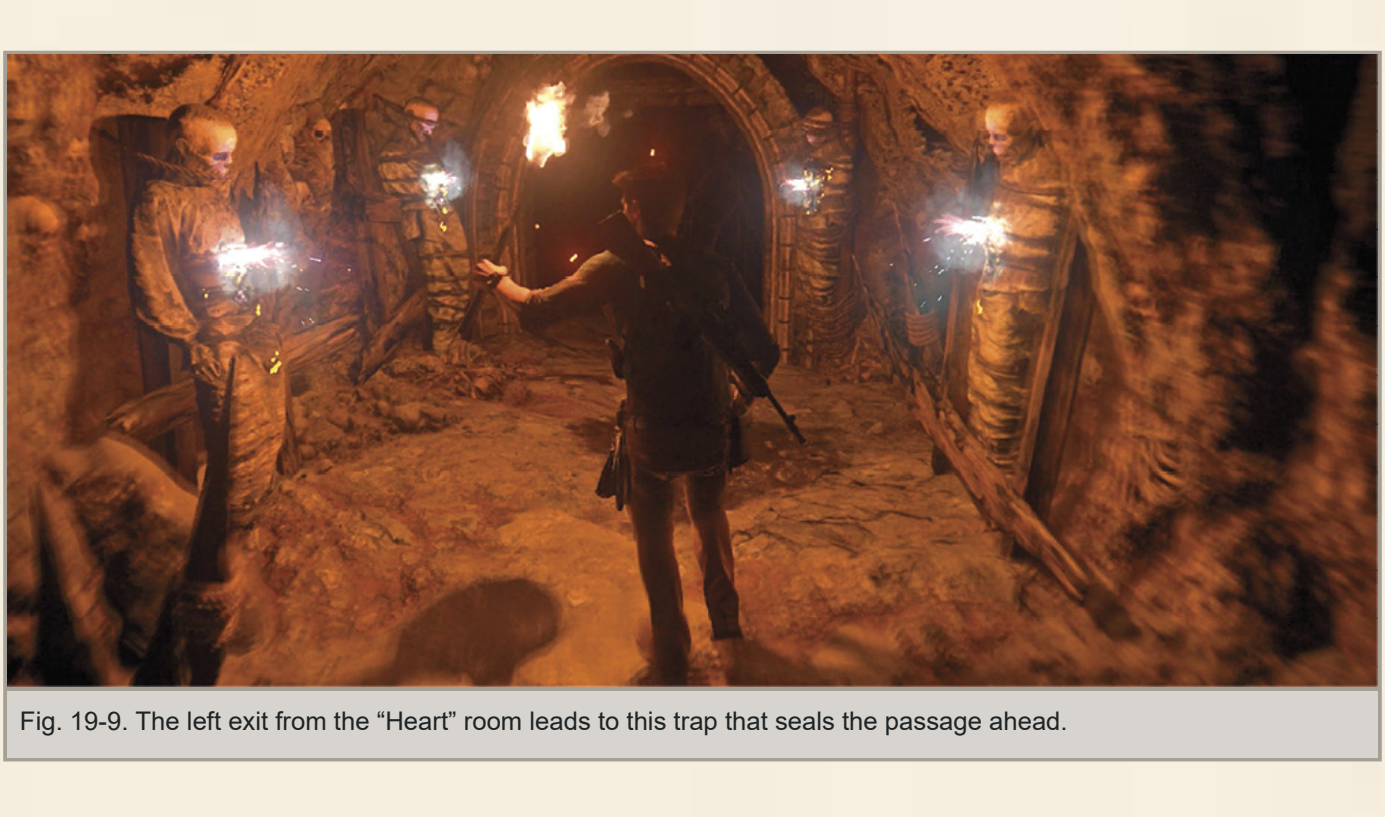


Fig. 19-9. The left exit from the "Heart" room leads to this trap that seals the passage ahead.

The exit left of the "Heart" sign is booby-trapped to collapse into a dead-end. Instead, follow the passage on the right of the sign; you find more explosive mummies, but you can get past them. It gets tricky: The first couple of corpses don't ignite as you pass. But after a few more steps the mummies on the right side of the passage light up and blow, then the left side goes, including a couple you've already passed. So the moment you see the first sparks, start rolling backward and don't stop until the mummies on both sides of the tunnel detonate in two big blasts.

SURVIVE THE SLIDE

It's not over yet. Continue forward to the slippery slope just ahead. Two explosive mummies are at the very bottom, so roll forward *fast* when your slide ends at the bottom of the slope. But three more deadly corpses ignite by the wall in front of you, so you must roll *backward* immediately after the first explosion.

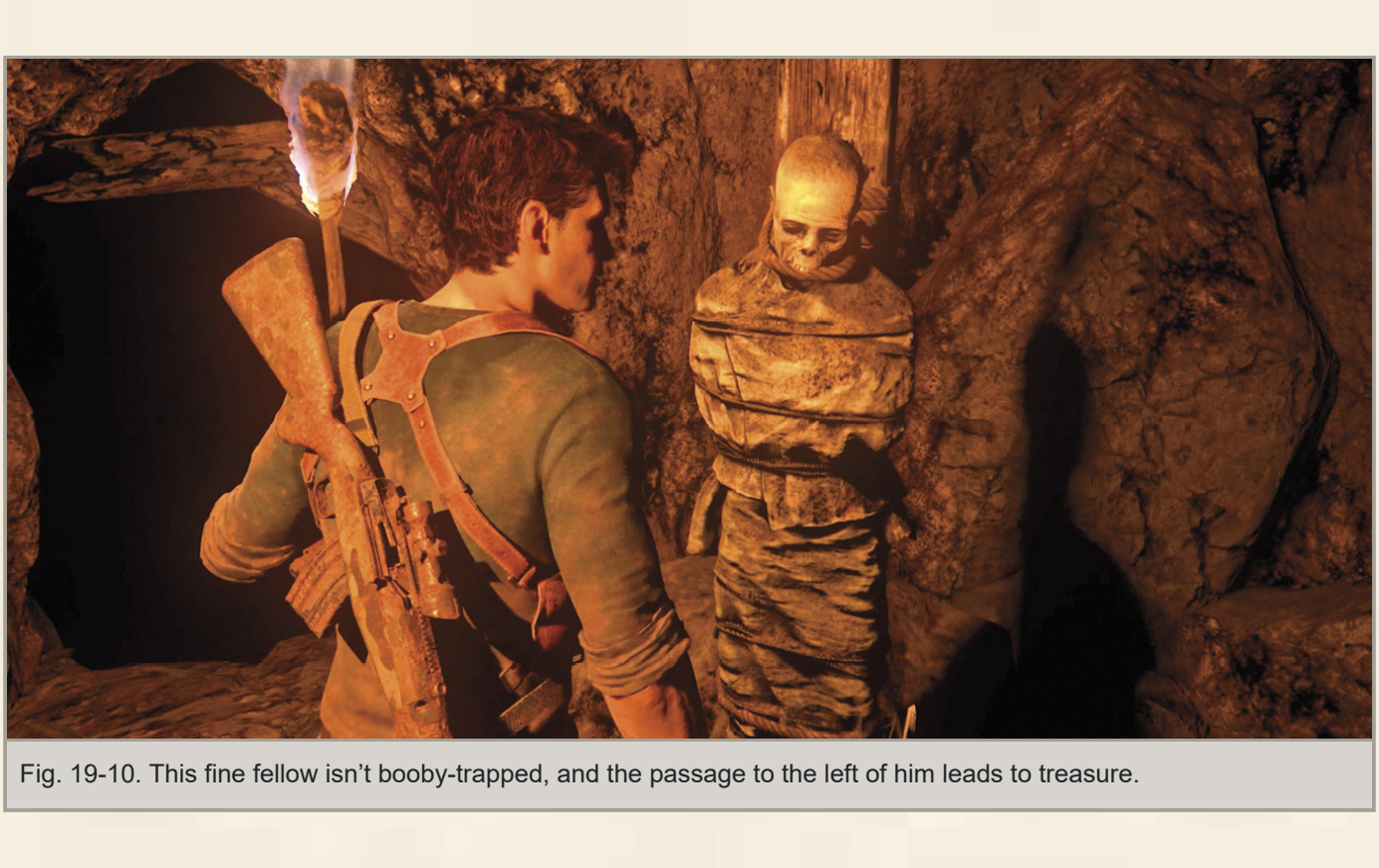
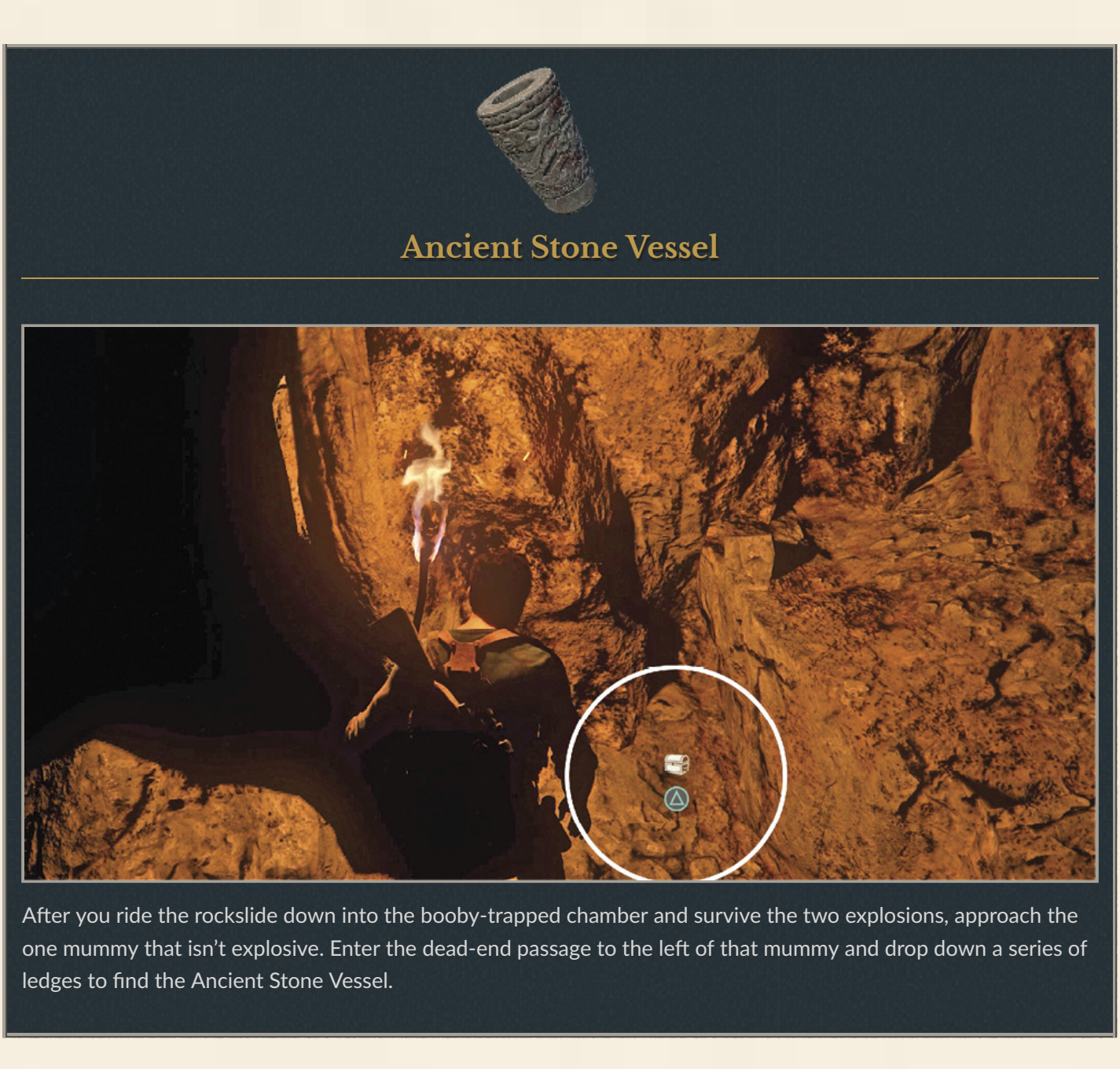


Fig. 19-10. This fine fellow isn't booby-trapped, and the passage to the left of him leads to treasure.

If you survive, turn right to see two cave exits from this chamber, one on either side of a non-explosive mummy marked by an Examine icon. The passage on the left leads to a treasure. Go snag it and then return and take the other passage.

Ancient Stone Vessel



After you ride the rockslide down into the booby-trapped chamber and survive the two explosions, approach the one mummy that isn't explosive. Enter the dead-end passage to the left of that mummy and drop down a series of ledges to find the Ancient Stone Vessel.

Go down the stairs; the two mummies at the bottom are not explosive, so walk past them to the end of a broken footbridge. (You can see the bridge's other end across the cavern.) Drop down into an area lit by a flare. Somebody was just here!

CLEANSE THE TUNNELS OF SHORELINE SCUM

Now you pick up the Shoreline footprint trail again, so proceed warily. Head left to follow the passage to another path split—the two forks meet up just a few feet ahead, so it doesn't matter which one you take. You find some fallen Shoreline soldiers, lost to Avery's traps. Continue to the drop-off; hop down and get ready.

Clear The First Chamber

As you approach the pool of water just ahead, a grenade suddenly bounces toward you. Roll backward! (You should be good at rolling away from explosions by now.) A Shoreline squad in the next passage opens fire! Quickly take cover at the brick pillar on the left, just on the other side of the pool; Elena takes a position at the other pillar.

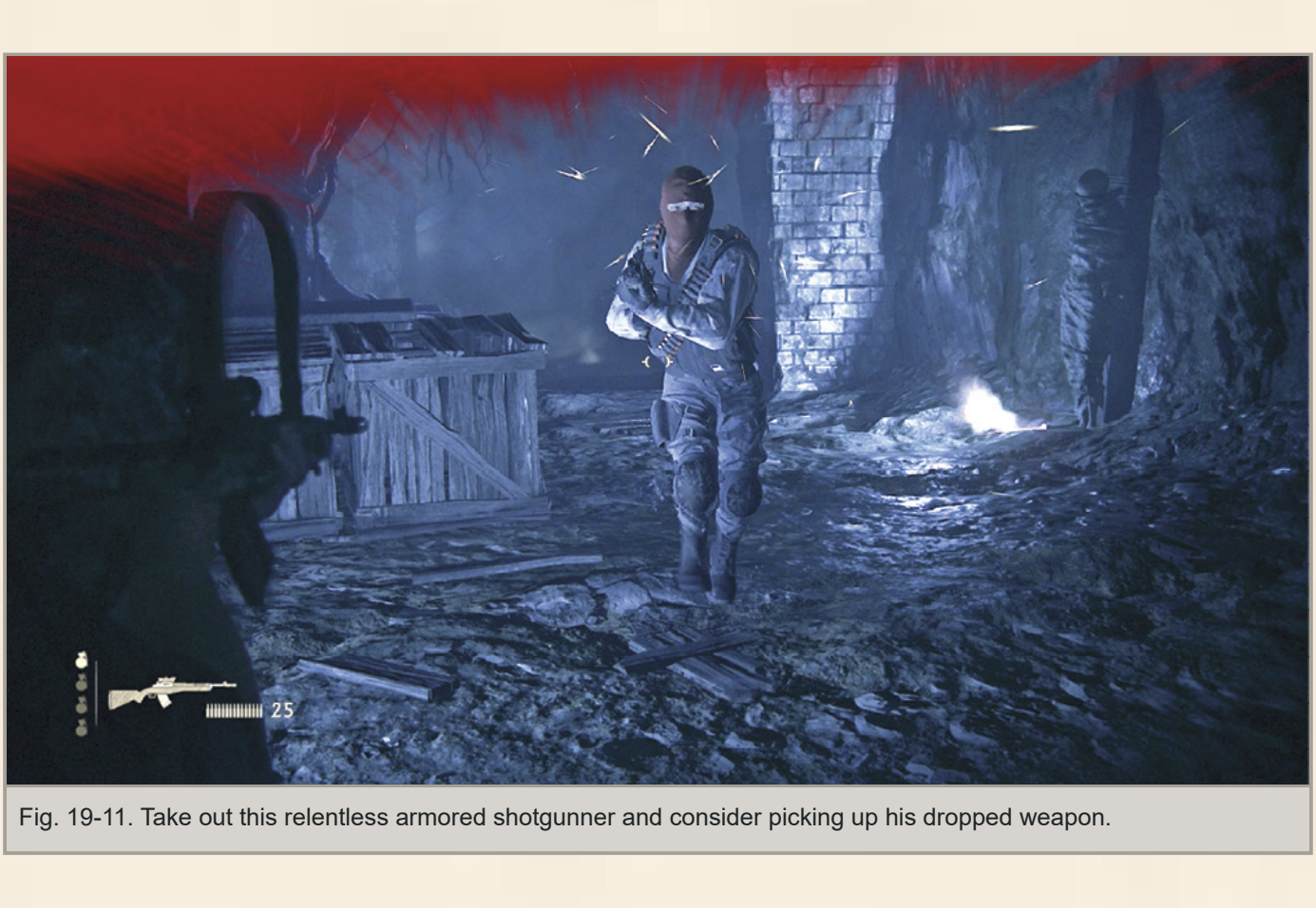


Fig. 19-11. Take out this relentless armored shotgunner and consider picking up his dropped weapon.

A handful of gunmen open fire from behind crates in an open chamber eerily lit by flares. Soon more shooters arrive from a back passage, including an armored heavy trooper with a shotgun who charges inexorably toward you. Grenades can be very effective in enclosed spaces, so toss a few across the chamber.

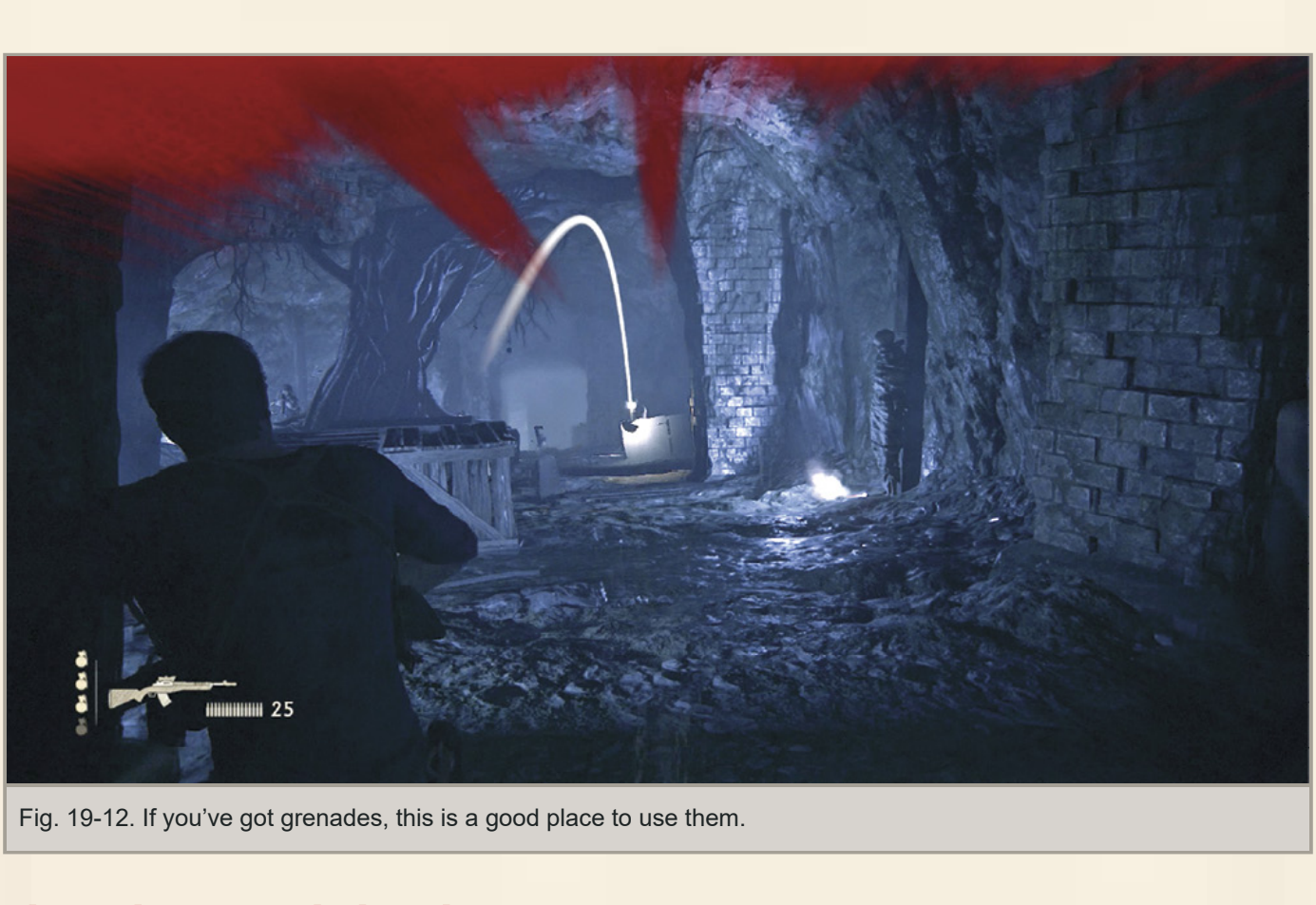


Fig. 19-12. If you've got grenades, this is a good place to use them.

Clear The Second Chamber

When the first chamber is cleared, scavenge the dropped weapons/ammo and proceed through the back exit. Watch out for troopers rushing up the stairs ahead. Hustle down the flare-lit steps and target the mummy at the next corner as two Shoreline troopers advance past it. This detonates the mummy, taking out the troopers fast.

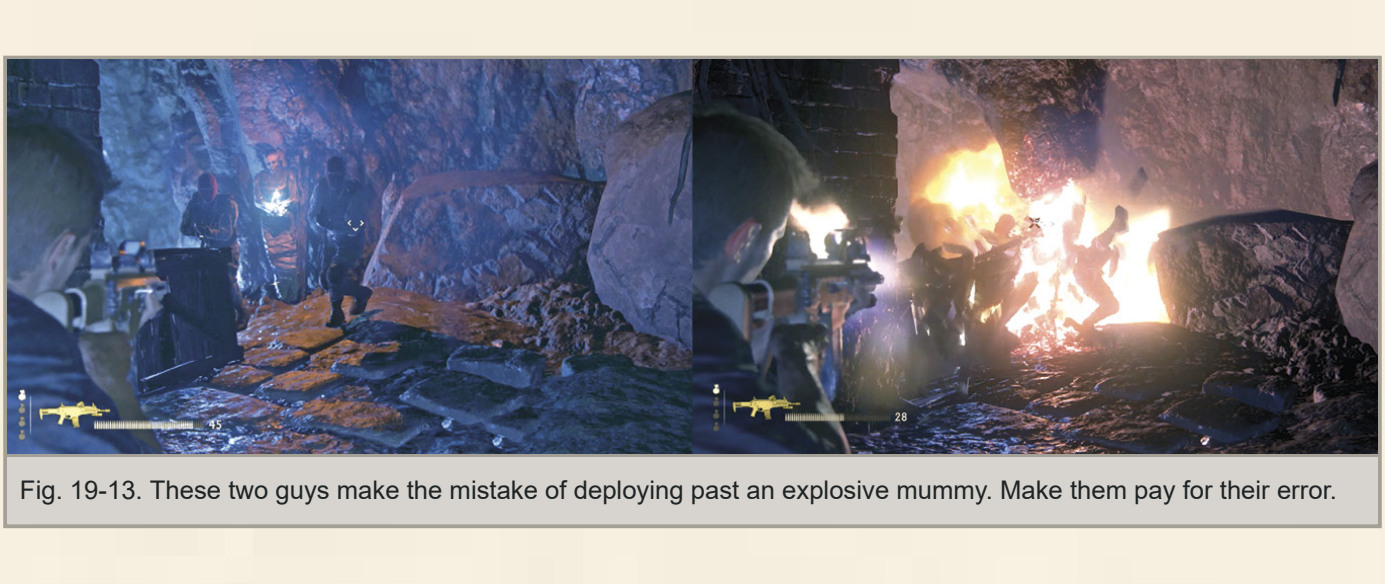


Fig. 19-13. These two guys make the mistake of deploying past an explosive mummy. Make them pay for their error.

Hustle to cover in the next chamber. The fighting is similar, except you have less sturdy cover—enemy fire rips right through the wooden crates. Push forward from crate to crate, always looking for fresh cover.

Tactical Retreat

If you run out of ammo in the second chamber, retreat upstairs to the first chamber and pick up more bullets or new weapons. If you want to be more aggressive, pick up a Condor shotgun. You can rush enemies and rack up quick one-blast kills. Or for fully automatic rapid-fire, grab an ARX-160.

When the second room is cleared, mop up ammo and find grenades. Then take the exit tunnel to the big drop-off and jump down. Mercenaries attack the moment you hit ground, so roll immediately forward to the crate just ahead for cover. After you pick off the first pair, a big trooper lugging a DshK minigun lumbers slowly up the passage. The minigun tears your cover crates to shreds, but his approach triggers explosive booby traps that eviscerate him and the wooden floorboards beneath him.

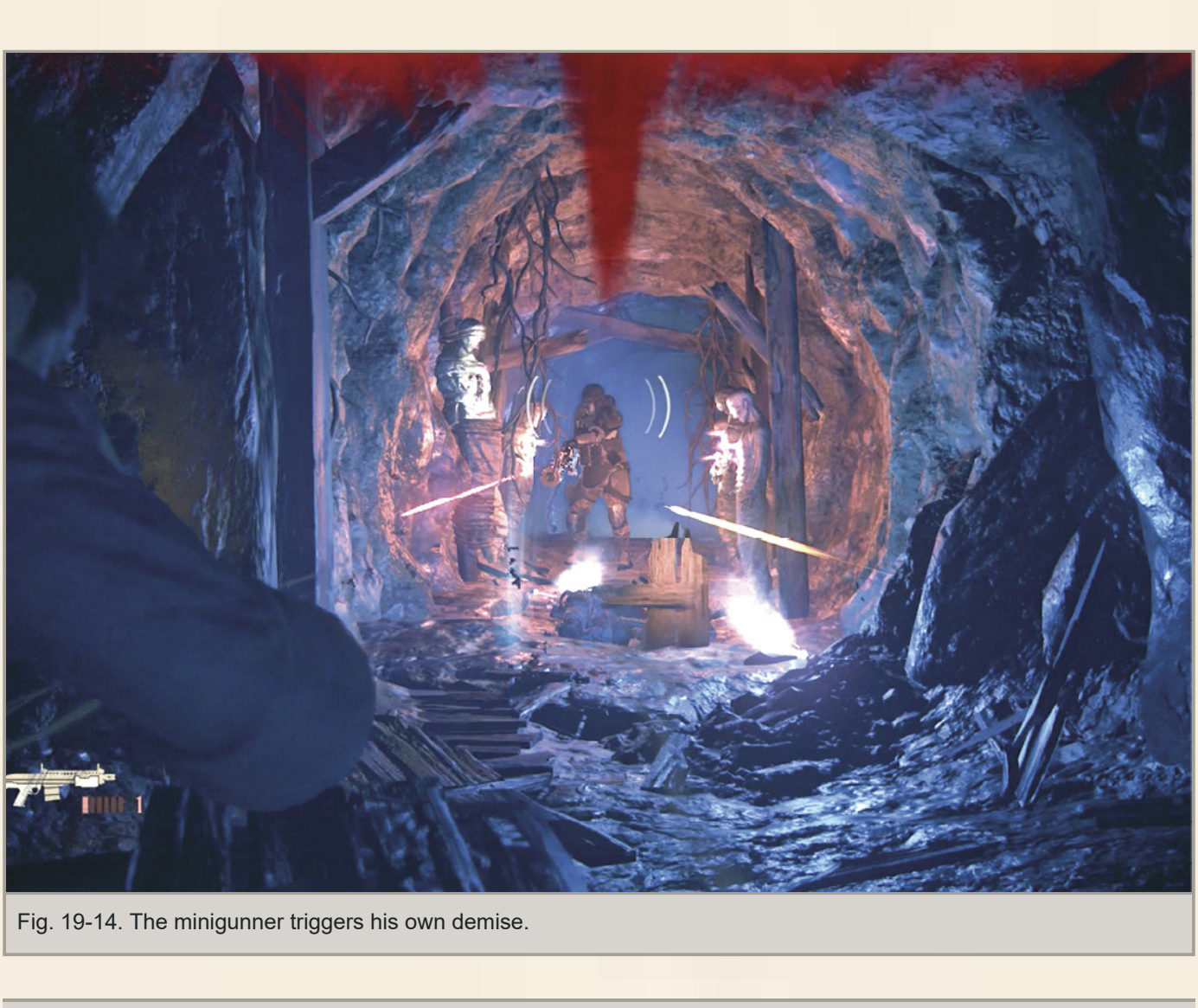


Fig. 19-14. The minigunner triggers his own demise.

FIND THE SECOND PUZZLE ROOM

Drop through the hole to trigger a quick scene: Nathan and Elena pick up flares to light the way, and discover that they've landed next to yet another warning sign from Avery. Turn around and push through the hanging vines between the brick pillars and climb the staircase beyond. Continue down the grim passage, past remnants of a deadly fight, to the metal door. Pull open the door.

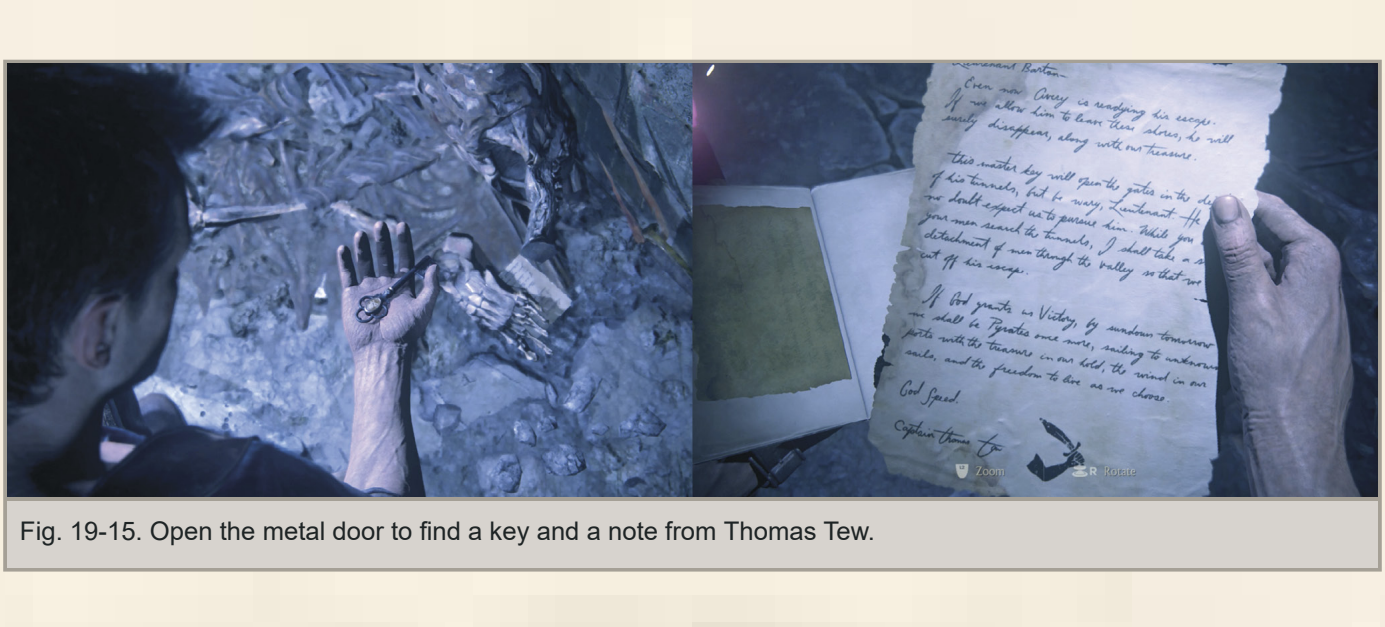


Fig. 19-15. Open the metal door to find a key and a note from Thomas Tew.

This action knocks over the pirate skeleton sitting at its base and triggers a short scene: Two objects drop from the remains. Nathan picks up a key and a note that reads: "Death to those who stray from the path." It includes some grid diagrams. Unfold the note to read the message from Thomas Tew to his men. It reveals that the key unlocks the gates at the depths of the tunnel. It also confirms that Avery was trying to slip away with the treasure, with Tew in hot pursuit.

Go through the door and follow the passage to a chamber with a statue in the middle. More explosive corpses are triggered when you walk behind the statue, so make a quick loop around it and then sprint and roll forward down the passage on the other side.

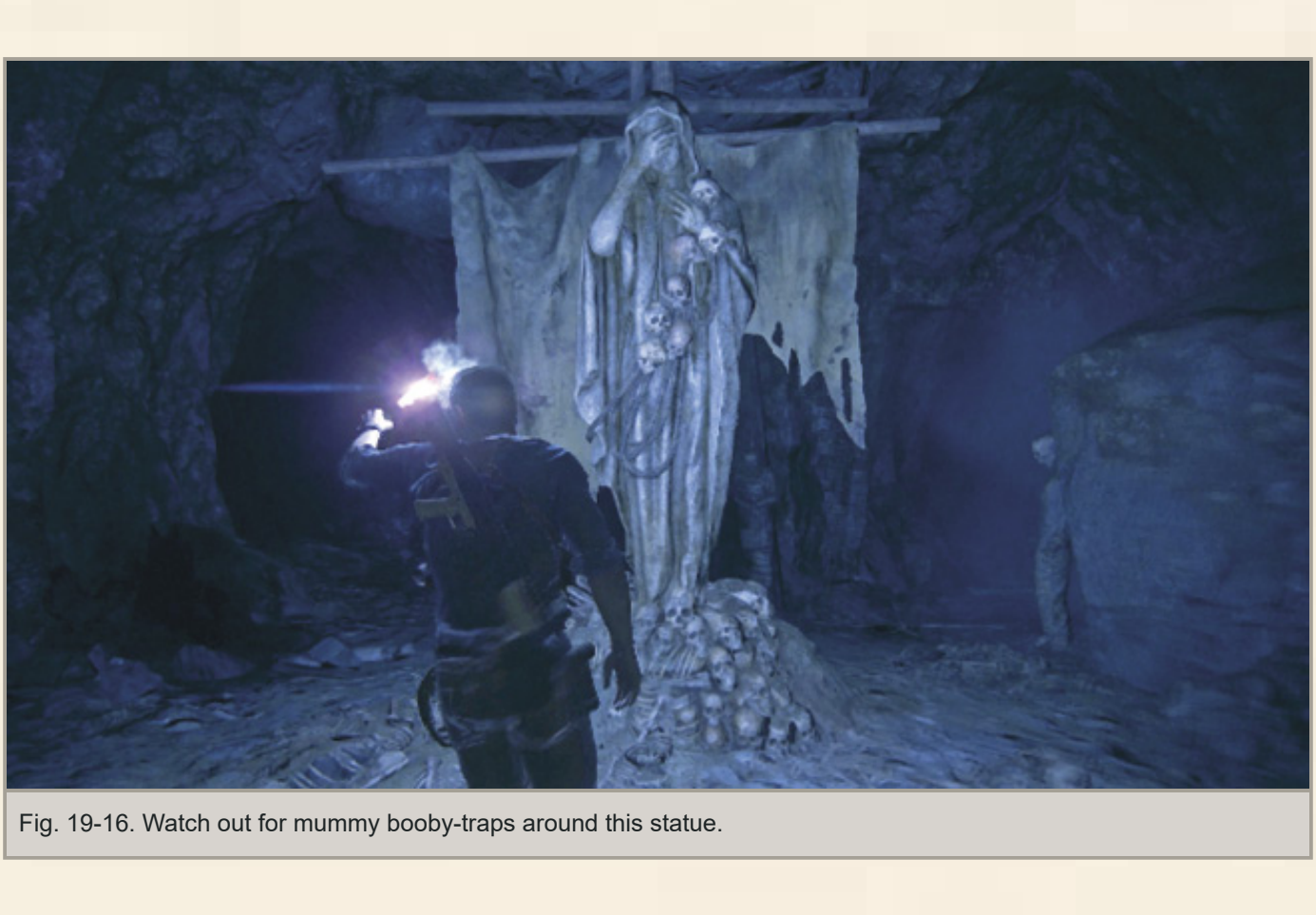


Fig. 19-16. Watch out for mummy booby-traps around this statue.

Keep going! You pass a bunch of non-explosive mummies and then reach another drop-off into another cluster of traps. Quickly, hop over the low wall, veer leftward and roll forward! Proceed over another drop-off and continue to one last pair of tunnel openings, marked by a set of creepy mermaid statues. The left fork leads to a dead-end with a treasure. The right fork leads down to the next floor puzzle.

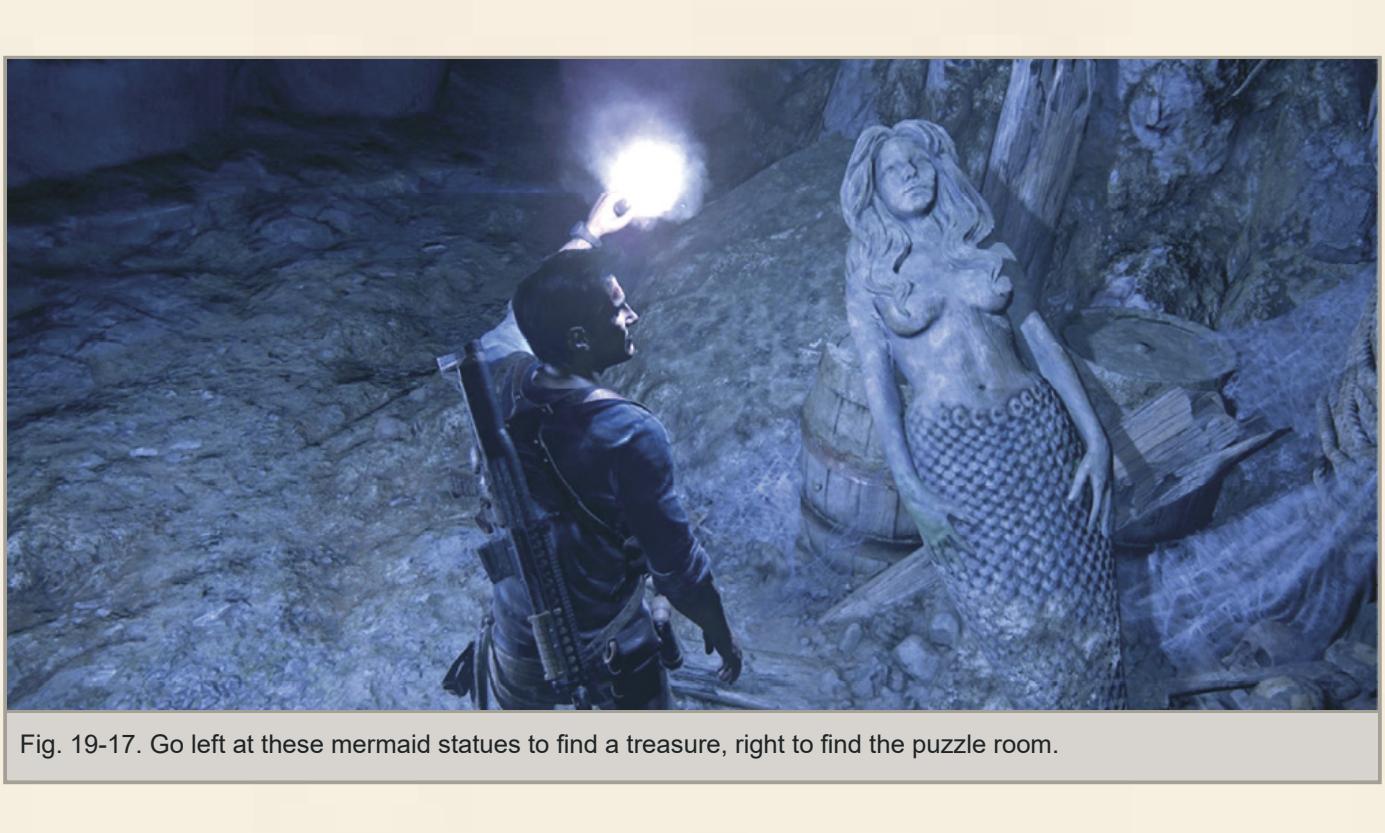
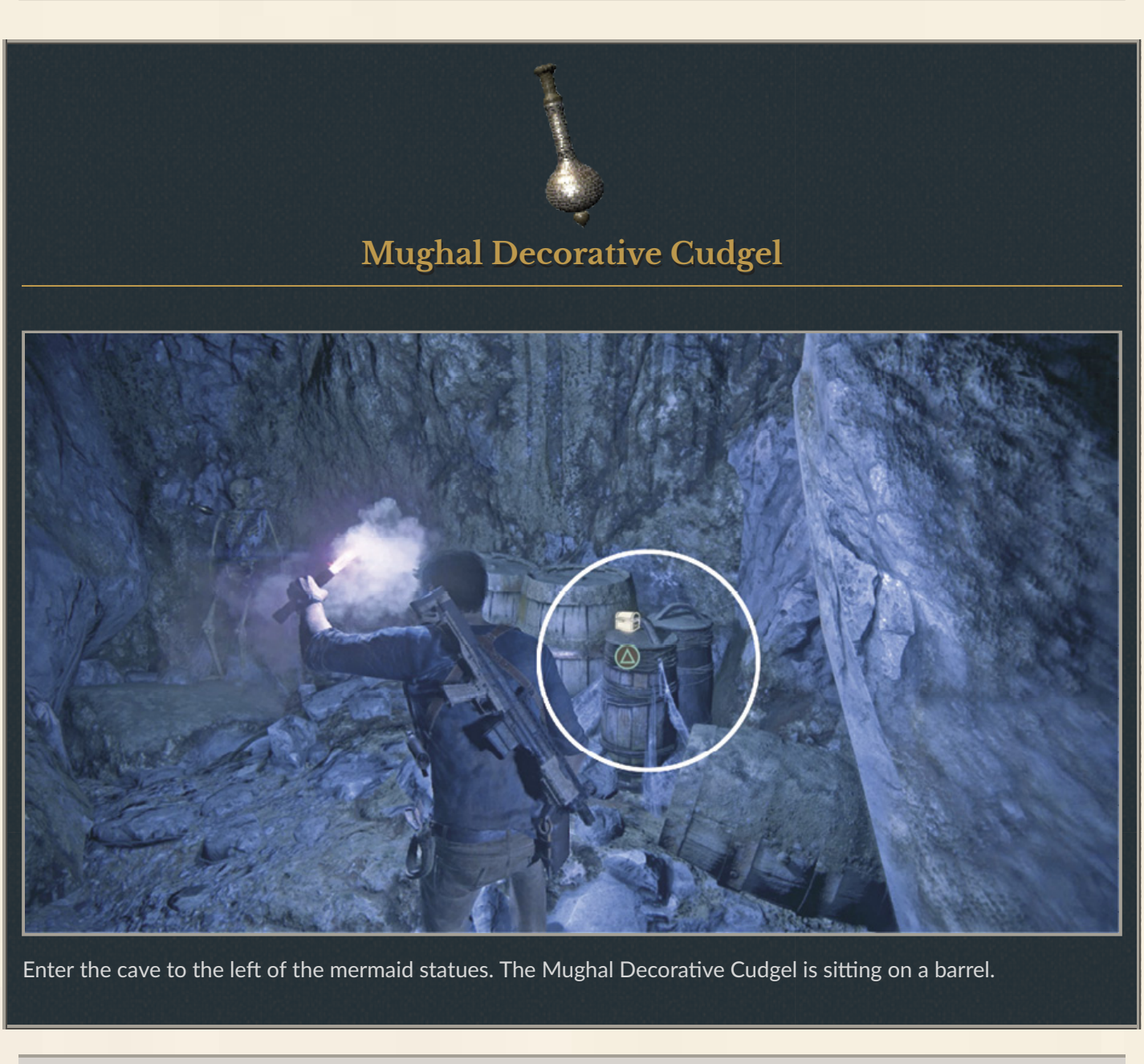


Fig. 19-17. Go left at these mermaid statues to find a treasure, right to find the puzzle room.

Mughal Decorative Cudgel



Enter the cave to the left of the mermaid statues. The Mughal Decorative Cudgel is sitting on a barrel.

SOLVE THE SECOND PUZZLE ROOM

Note that the floor ahead is a grid of square tiles arranged around blocks etched with symbols. Here's where that cheat sheet from Tew comes in handy; open it up in your journal. On the sheet, the symbol in the middle of each 2-by-2 grid matches the symbols etched in the blocks out on the floor: skull & crossbones, ship, three crosses. Each square with a black skull & crossbones on the sheet marks a tile that will cause death when you step on it.

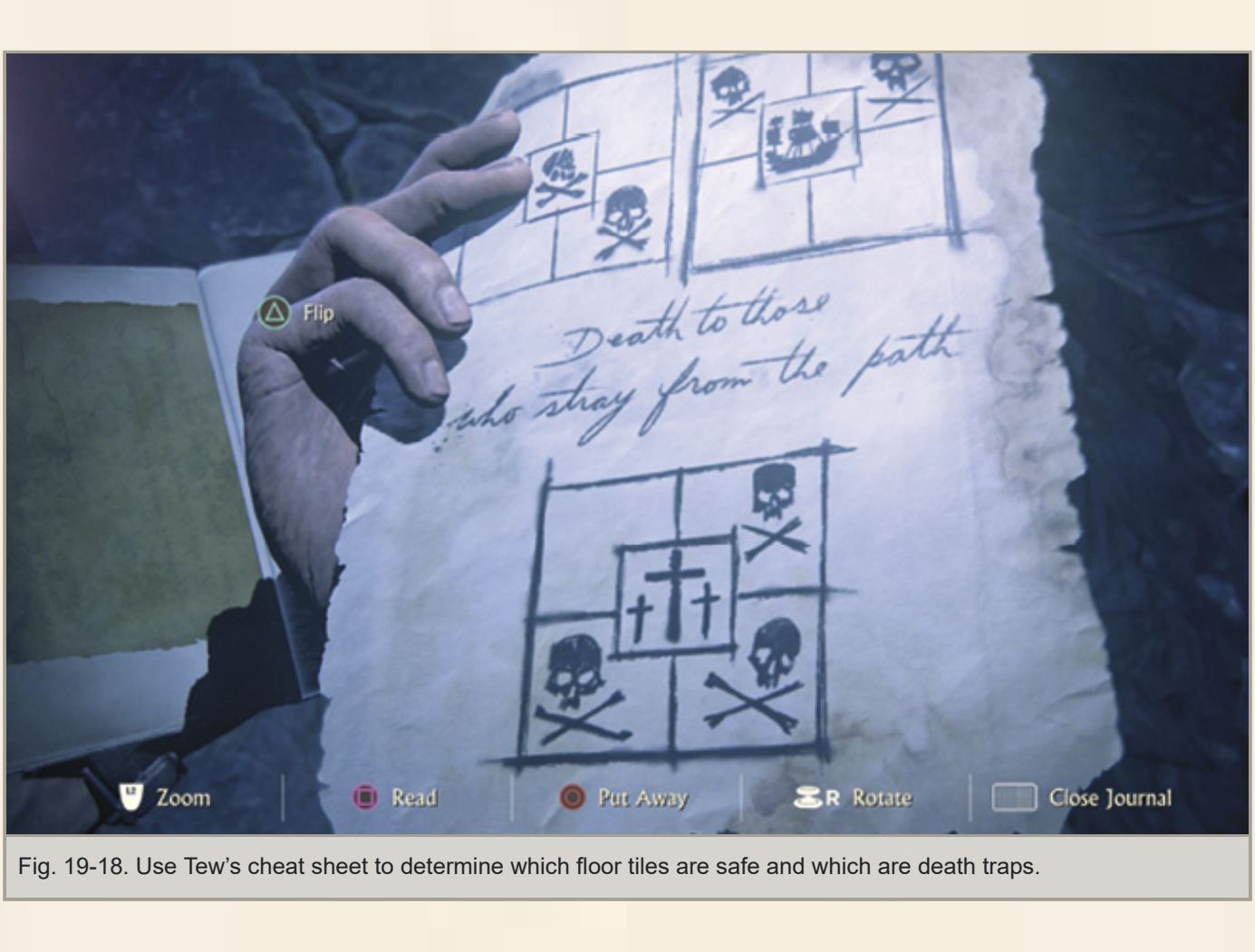


Fig. 19-18. Use Tew's cheat sheet to determine which floor tiles are safe and which are death traps.

Refer to this sheet before you step onto each tile. Important: Be sure to note the orientation of each block symbol—that is, which way it is facing. The tiles around it match up according to that orientation. Or, you can just follow the path shown in our cheat shot, which is much cheatier than Tew's cheat sheet.

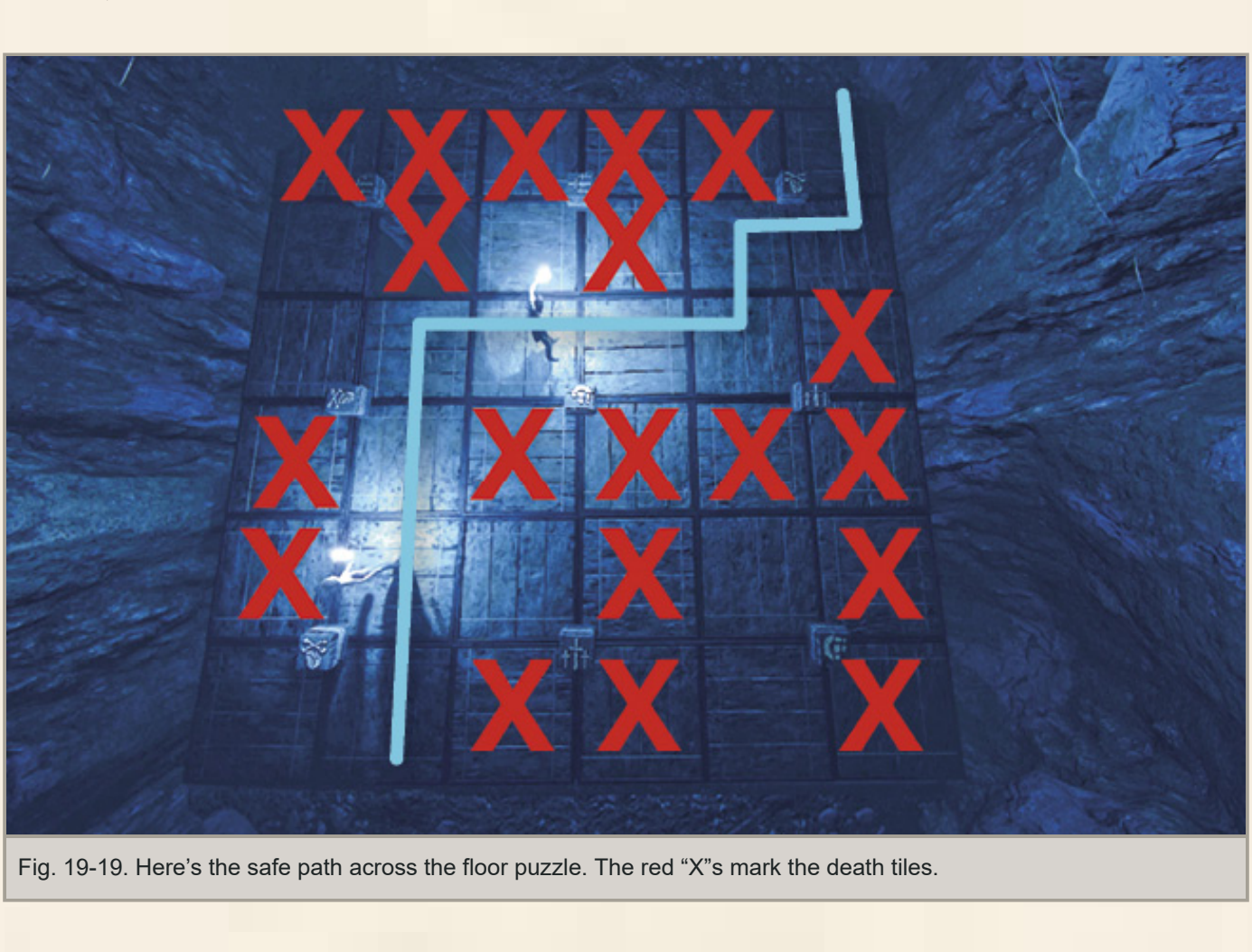


Fig. 19-19. Here's the safe path across the floor puzzle. The red "X"s mark the death tiles.

When you safely reach the other side of the tiled floor, proceed through the exit and follow the tunnels beyond. You pass through another grisly room filled with wrapped and hanging skeletons. Open the gate at the room's far end to trigger a cutscene: Nathan uses Tew's key to open the gate, but the opening springs a mechanism that scoops up Nate and Elena in a snare trap!

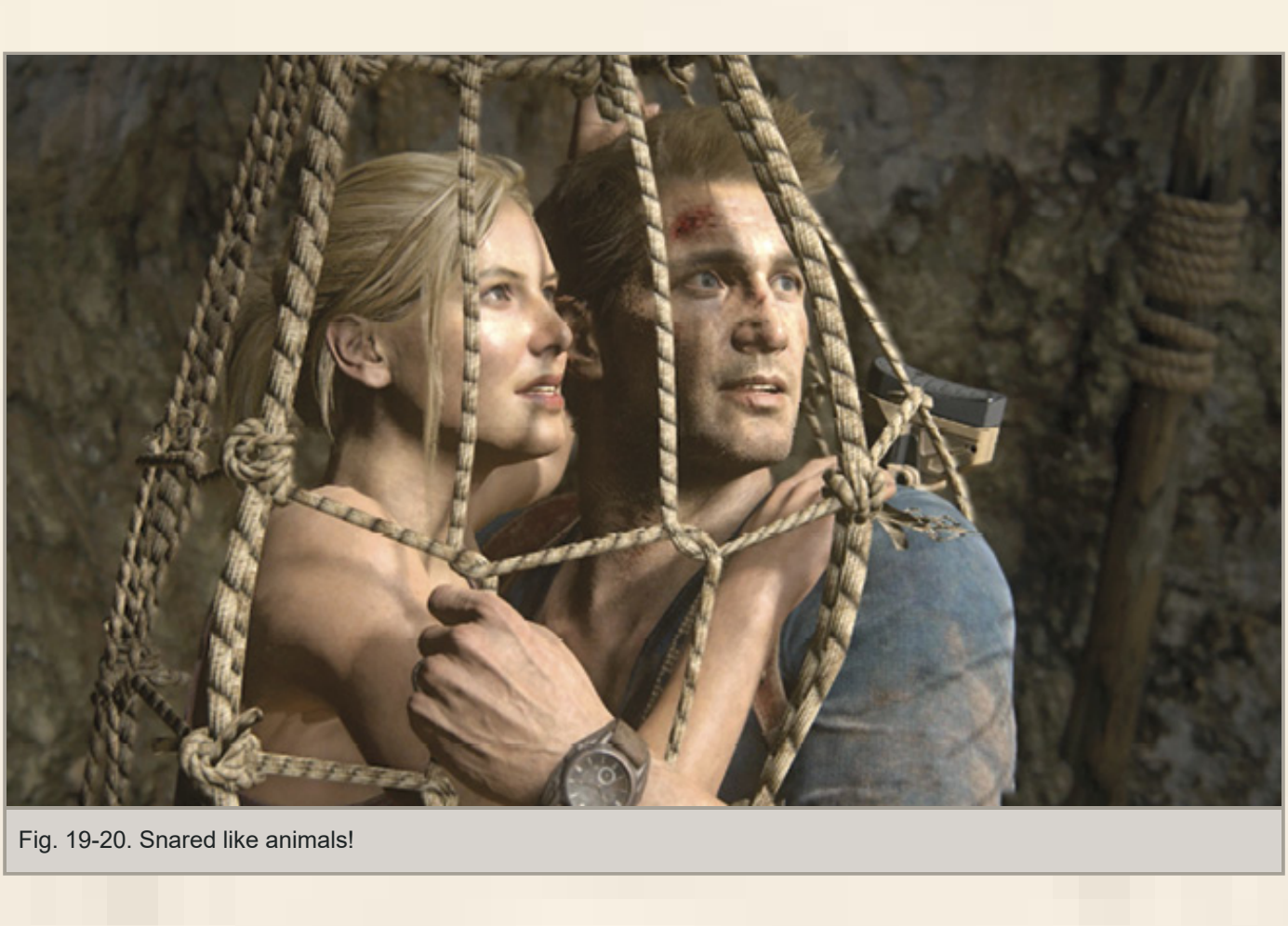


Fig. 19-20. Snared like animals!

Use the left stick to swing toward the marked skeleton as corpses start exploding across the room. When the △ icon appears, press that button to grab the sword stuck in the skeleton. Then quickly tap △ repeatedly to cut open the snare trap and escape before the string of explosions reaches you.

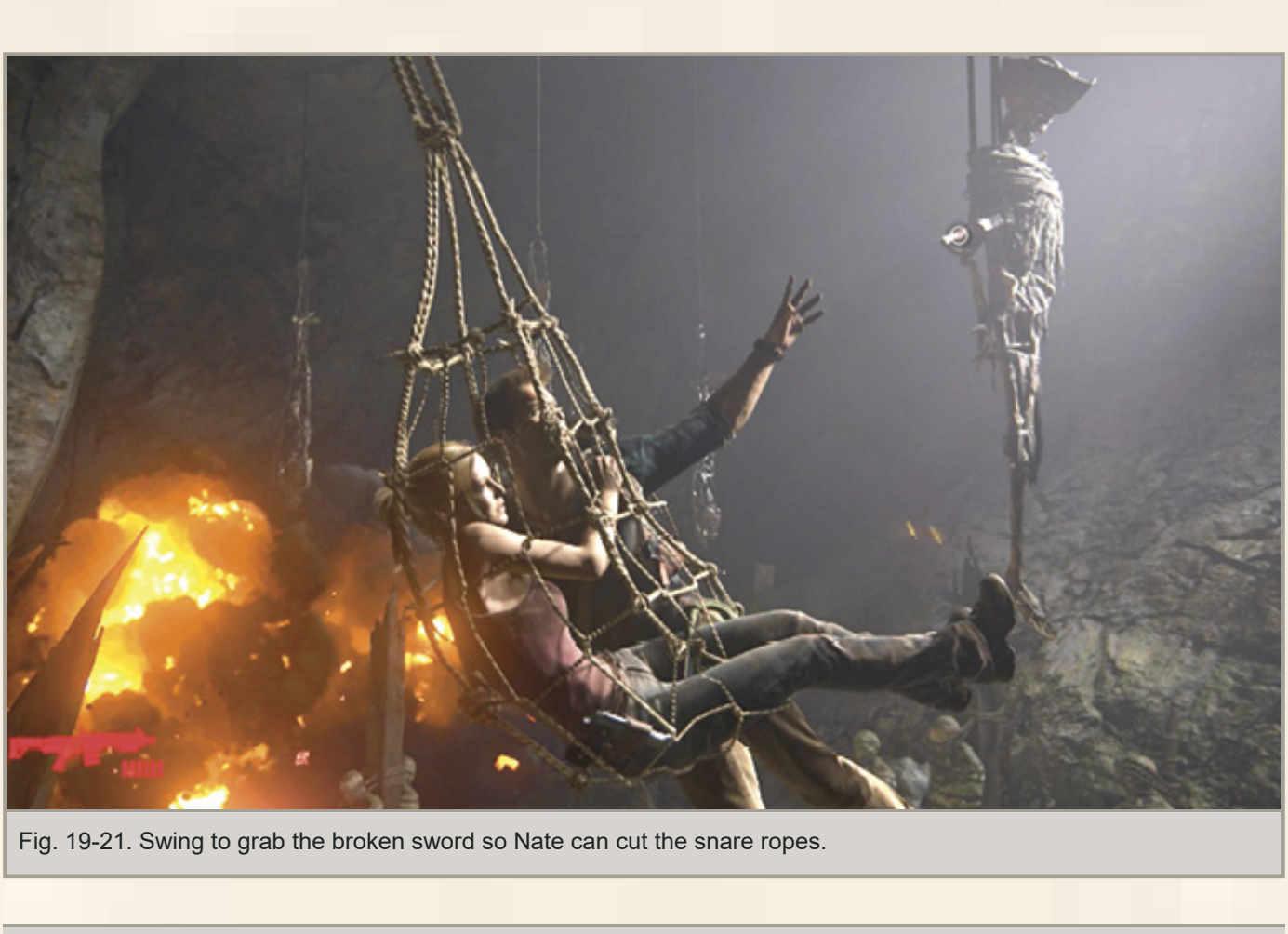


Fig. 19-21. Swing to grab the broken sword so Nate can cut the snare ropes.

RUN!

Now move the left stick in the direction you want Nathan to run as he sprints down the exit passage with mummy-bombs exploding along the route. Hop over the low walls and veer around skeletons until you trigger the chapter-ending cutscene: Nathan and Elena tumble to safety...and a rare quiet moment. There's just nothing like 60 seconds of peace jammed between long stints of harrowing escapes. But of course, the moment is cut short by the sound of distant gunfire.

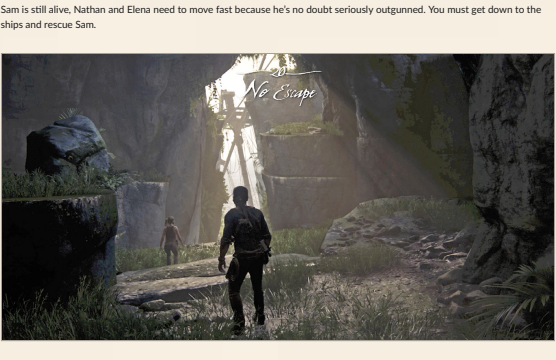
PRIMA GAMES

UNCHARTED 4 A Thief's End

Story Walkthrough

Chapter 20: No Escape

The sounds of gunfire and the sight of a magnificent, square-rigged, 17th-century galleon moored below quicken the pace. If Sam is still alive, Nathan and Elena need to move fast because he's no doubt seriously outgunned. You must get down to the ships and rescue Sam.



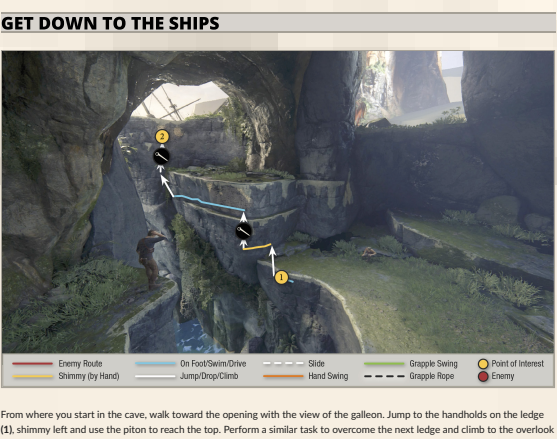
Collectibles

Treasures: 5

Optional Journal Notes: 1

New Weapons: RPG

GET DOWN TO THE SHIPS



From where you start in the cave, walk toward the opening with the view of the galleon. Jump to the handholds on the ledge **(1)**, shimmy left and use the piton to reach the top. Perform a similar task to overcome the next ledge and climb to the overlook **(2)** using your piton on the porous section. (You could also avoid the second piton task by using the handholds to the left.) Nathan gazes down on the ship graveyard. To progress, you will work your way from terrace to terrace across the face of the cliff. However, before you go far, a treasure can be found near the second terrace.

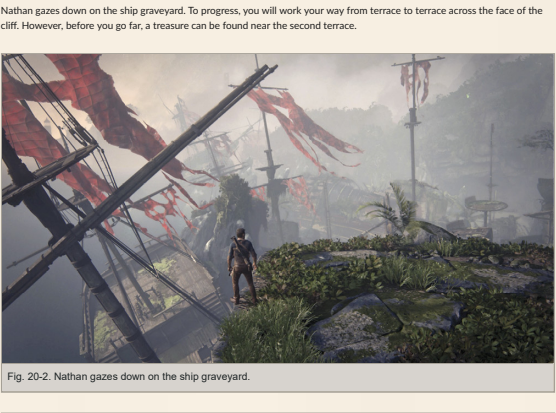
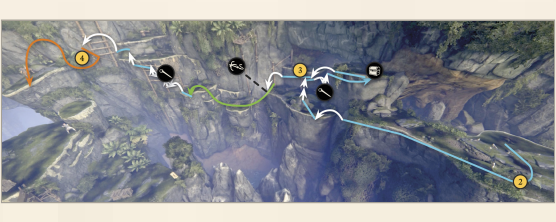
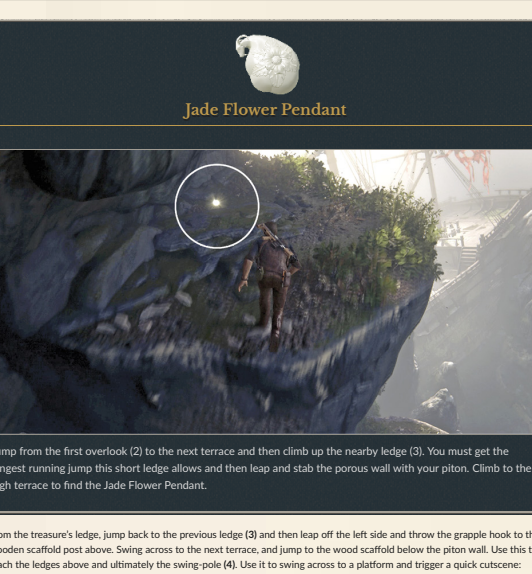


Fig. 20-2. Nathan gazes down on the ship graveyard.



Jade Flower Pendant

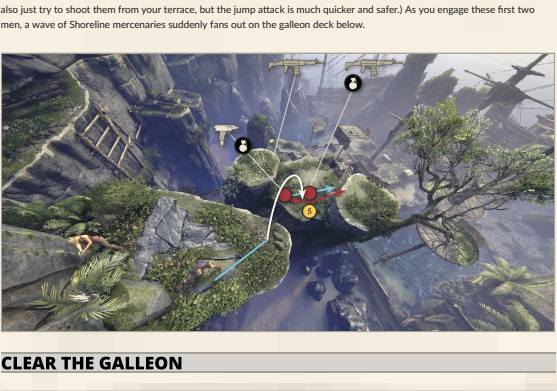


Jump from the first overlook (2) to the next terrace and then climb up the nearby ledge (3). You must get the longest running jump this short ledge allows and then leap and stab the porous wall with your piton. Climb to the high terrace to find the Jade Flower Pendant.

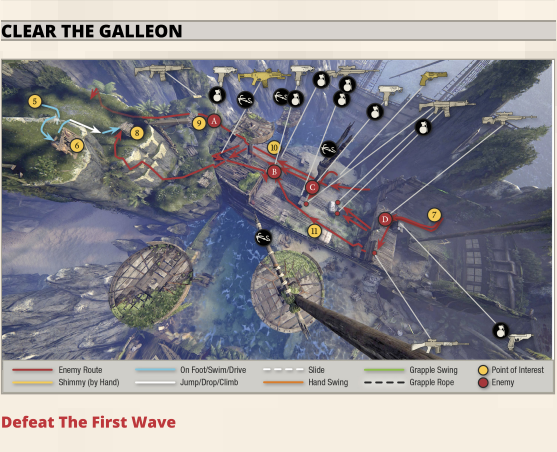
From the treasure's ledge, jump back to the previous ledge **(3)** and then leap off the left side and throw the grapple hook to the wooden scaffold post above. Swing across to the next terrace, and jump to the wood scaffold below the piton wall. Use this to reach the ledges above and ultimately the swing-pole **(4)**. Use it to swing across to a platform and trigger a quick cutscene: Nathan and Elena spot Sam running from pursuing Shoreline gunmen across the beach below.

Fig. 20-4. Sam is seen on the beach running from Shoreline soldiers.

The moment you regain control, two gunmen emerge on a terrace just below **(5)** and open fire. Immediately leap directly down for an instant drop-kill (and rifle disarm) on the nearest shooter, then launch a melee attack to take out the other guy. (You can also just try to shoot them from your terrace, but the jump attack is much quicker and safer.) As you engage these first two men, a wave of Shoreline mercenaries suddenly fans out on the galleon deck below.



CLEAR THE GALLEON



Defeat The First Wave

Take cover at the fence (7) on the highest ledge and watch for three gunmen **(A, B, C)** who advance directly toward you while the others, including a deadly sniper **(D)**, take up positions behind cover on the deck. Try to take out the sniper first; he is the number one threat right now. If you have a grenade, you can throw it directly at him by aiming your weapon **(L2)** at the sniper and then throwing the grenade **(R1)**. This is quicker and faster than using the lobbing projectile aiming feature. If you don't get rid of the sniper quickly, switch your focus to the three aggressors working their way up to you and use cover or rolling as much as possible to avoid the sniper's laser aim.

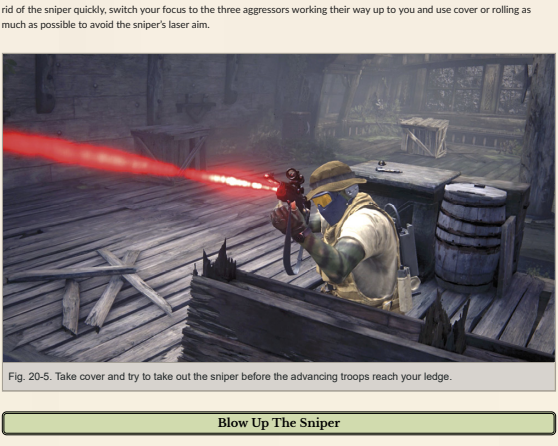


Fig. 20-5. Take cover and try to take out the sniper before the advancing troops reach your ledge.

Blow Up The Sniper

If you're quick enough from the battle's beginning to catch the sniper running out of the doorway on the galleon's upper deck, you could shoot the explosive barrel (9) (located near the doorway) and seriously damage or kill him and his comrade before they get to cover.

If you stay put too long, incoming fire will shred your fence cover. Drop behind boxes (8 & 9) on terraces just below. Find the **H539** on the lowest terrace. Also note four crow's nest platforms with protective railings rising above the deck. You can reach the closest nest with a running leap from ledge **(6)**, or the one on the main galleon's back from the extended beam from ledge **(8)**. Getting to a crow's nest gives you the height advantage and puts the sniper at closer range. Swing to other nests using the various grapple points available.

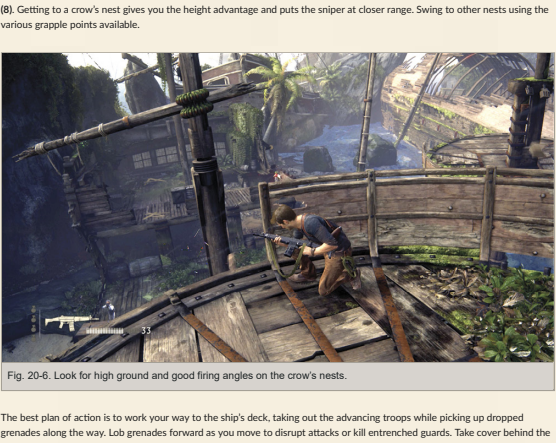


Fig. 20-6. Look for high ground and good firing angles on the crow's nests.

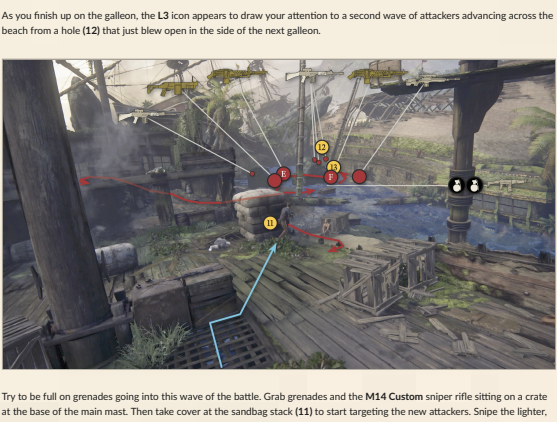
The best plan of action is to work your way to the ship's deck, taking out the advancing troops while picking up dropped grenades along the way. Lob grenades forward as you move to disrupt attacks or kill entrenched guards. Take cover behind the short wall on the starboard side of the galleon **(10)**. From here you can lob more grenades forward or pick off more soldiers taking cover ahead. Inside the open cabin to your right sits an **ARX-160** if you need another powerful rifle. Keep moving. Don't stay in one spot or you will be forced to move as the grenades start sailing your way.

Fig. 20-7. Toss grenades as you move from cover to cover on the deck of the galleon.

Your first wave goal is to get to the sniper rifle and grenades on the crates near the main mast in the ship's center. Take cover at these crates and swap out your rifle with the **M14 Custom** sniper rifle. Grab the grenades and make sure everyone in the first wave is dead before moving forward to the indestructible, sandbag pallet **(11)**.

Defeat The Brutal Second Wave

As you finish up on the galleon, the **L3** icon appears to draw your attention to a second wave of attackers advancing across the beach from a hole **(12)** that just blew open in the side of the next galleon.



Try to be full on grenades going into this wave of the battle. Grab grenades and the **M14 Custom** sniper rifle sitting on a crate at the base of the main mast. Then take cover at the sandbag stack **(11)** to start targeting the new attackers. Snipe the lighter, quicker foes first and save your grenades for the heavies when they emerge from behind the big boulder. It's important to snipe as many of the guards as you can to avoid being forced from cover from thrown grenades or grenade launcher attacks.

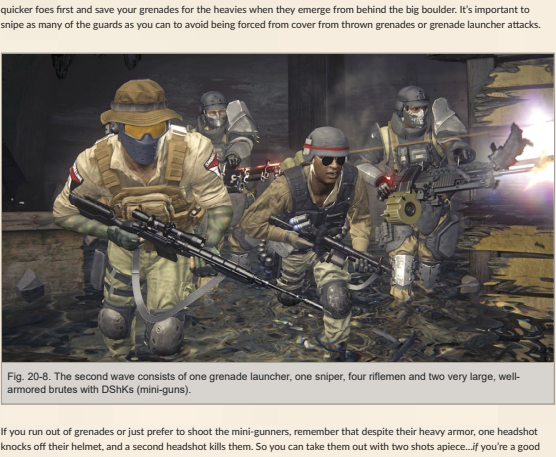


Fig. 20-8. The second wave consists of one grenade launcher, one sniper, four riflemen and two very large, well-armored brutes with DShKs (mini-guns).

If you run out of grenades or just prefer to shoot the mini-gunners, remember that despite their heavy armor, one headshot knocks off their helmet, and a second headshot kills them. So you can take them out with two shots apiece...if you're a good enough marksman.

Retreat Option

If worse comes to worst and you get overwhelmed by the heavies lugging DShKs in this second wave, you can retreat by getting back up to the terraces where you first approached the galleon. The mini-gunners cannot follow, so you can take your time to pick them off.

The lumbering armored troopers **(E & F)** advance on the routes shown on our map; they split courses near the explosive barrel **(13)**. The explosion from shooting this barrel doesn't kill them but certainly damages them a great deal. If undefeated, one moves directly onto the deck from the beach and the other tries to flank you by heading up a ramp to the upper deck. Immediately after shooting the explosive barrel, throw all your grenades at their feet. For best results try using the quick, aiming throw **L2 + R1**. If they separate before you throw grenades, just know it'll take two grenades to kill one heavy soldier.

Fig. 20-9. When the two heavy brutes walk into view, target and shoot the explosive barrel near the boulder.

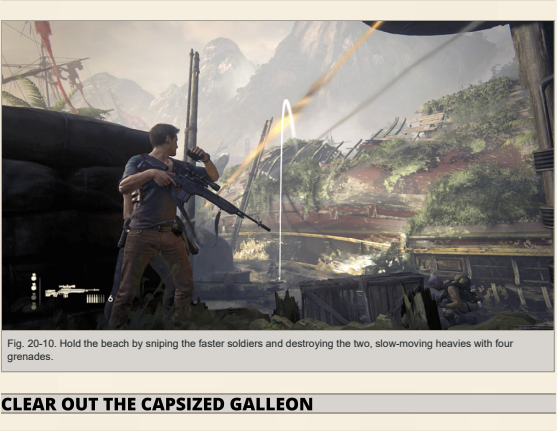
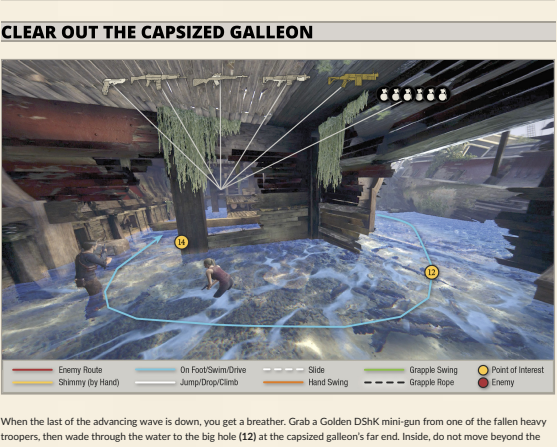


Fig. 20-10. Hold the beach by sniping the faster soldiers and destroying the two, slow-moving heavies with four grenades.

CLEAR OUT THE CAPSIZED GALLEON



When the last of the advancing wave is down, you get a breather. Grab a Golden DSHK mini-gun from one of the fallen heavy troopers, then wade through the water to the big hole **(12)** at the capsized galleon's far end. Inside, do not move beyond the first pillar **(14)**—when you move beyond it, debris suddenly collapses behind you, closing off any retreat. But hey, who wants to retreat? You've got a mini-gun.

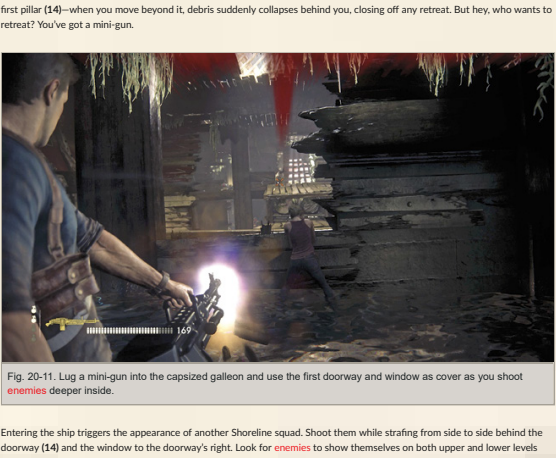


Fig. 20-11. Lug a mini-gun into the capsized galleon and use the first doorway and window as cover as you shoot enemies deeper inside.

Entering the ship triggers the appearance of another Shoreline squad. Shoot them while strafing from side to side behind the doorway **(14)** and the window to the doorway's right. Look for enemies to show themselves on both upper and lower levels ahead. There are a couple heavily armed enemies inside, but you can cut them down quickly with the Golden DSHK. Exhaust the mini-gun ammo on them before moving beyond the collapsing doorway.

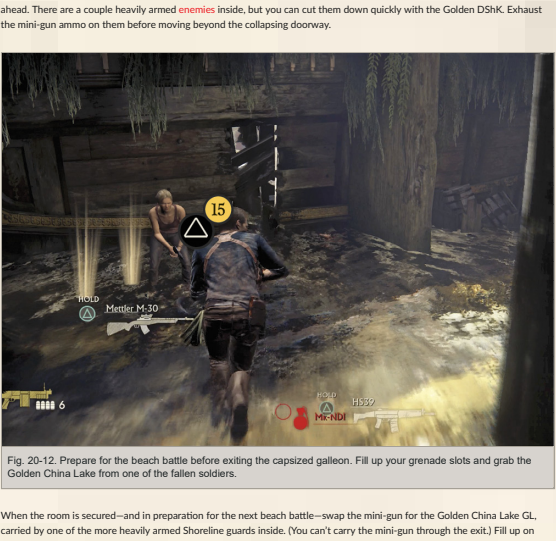


Fig. 20-12. Prepare for the beach battle before exiting the capsized galleon. Fill up your grenade slots and grab the Golden China Lake from one of the fallen soldiers.

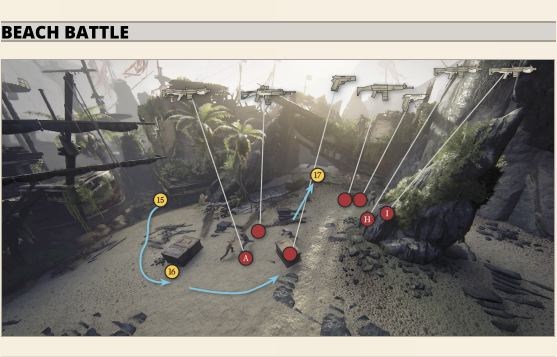
When the room is secured—and in preparation for the next beach battle—swap the mini-gun for the Golden China Lake GL, carried by one of the more heavily armed Shoreline guards inside. (You can't carry the mini-gun through the exit.) Fill up on grenades and find a decent handgun, like the Raffica on a crate on the top level. Head to the far exit **(15)** and lift the beam that blocks the doorway to trigger a quick scene: Nathan and Elena squeeze through to find mercenary troops rushing down the beach to the left, guns firing. Who are they chasing? You get one guess.

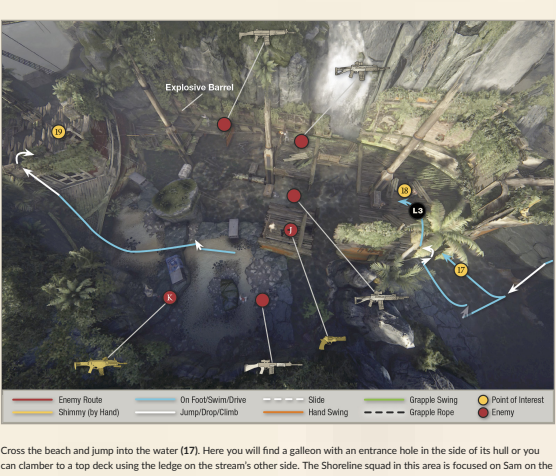
As soon as you exit the capsized galleon **(15)** you see three guards running away from you on a nearby beach. No matter what you do, one red-hooded, shotgun-toting Shoreline **(G)** stops and looks in your direction. Fire a grenade from the Golden China Lake at his feet. Continue to fire more grenades in the direction of the other two running soldiers as you move to the nearest crate **(16)** for cover.

Fig. 20-13. Shoot multiple rounds from the Golden China Lake into the fleeing Shoreline soldiers as well as into the advancing troops near the next galleon.

From cover, watch as four soldiers drop from the galleon **(17)** onto the beach and start advancing toward you. Launch a few grenades into the group while they are still bunched up together. This is the easiest and quickest way to deal with the two helmet-wearing, heavy-hitters who are both toting Condor shotguns **(H & I)** and bringing up the rear. Pick up either one of the Condors or the **Copperhead SR7** and a Raffica handgun from the fallen foes to prepare for the next challenge area.

BEACH BATTLE





Cross the beach and jump into the water **(17)**. Here you will find a galleon with an entrance hole in the side of its hull or you can clamber to a top deck using the ledge on the stream's other side. The Shoreline squad in this area is focused on Sam on the next shipwreck **(19)**, but they quickly turn their attention to you if you make yourself seen or heard.

You have two tactical options here: Enter the hole in the ship's hull and fight from the bottom up; or climb the ledge onto the foredeck and work from there starting from the crate **(18)** for cover.

If you take the low road, you can actually sneak up and stealthily choke a few guards as their attention is still with Sam. Do this without attracting any attention and you can thin their numbers before you need to draw your firearms.

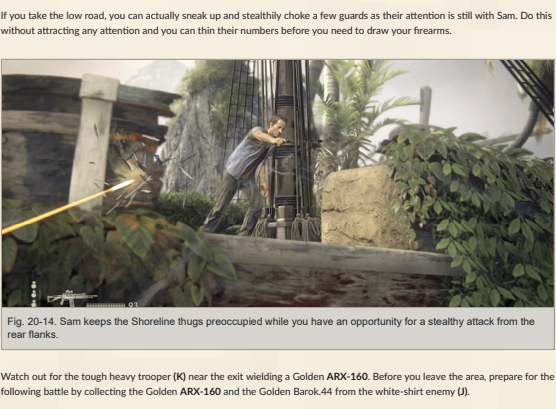


Fig. 20-14. Sam keeps the Shoreline thugs preoccupied while you have an opportunity for a stealthy attack from the rear flanks.

Watch out for the tough heavy trooper **(K)** near the exit wielding a Golden **ARX-160**. Before you leave the area, prepare for the following battle by collecting the Golden **ARX-160** and the Golden Barok.44 from the white-shirt enemy **(J)**.

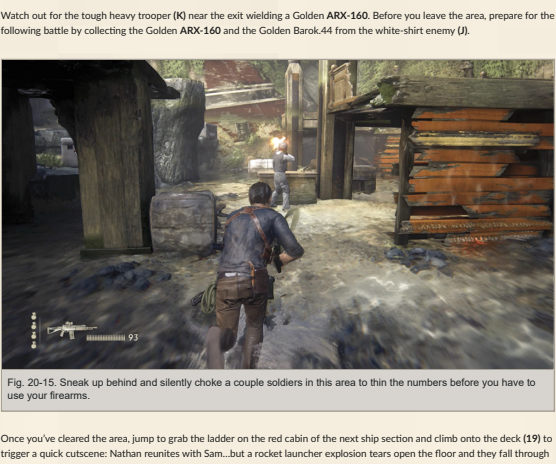


Fig. 20-15. Sneak up behind and silently choke a couple soldiers in this area to thin the numbers before you have to use your firearms.

Once you've cleared the area, jump to grab the ladder on the red cabin of the next ship section and climb onto the deck **(19)** to trigger a quick cutscene: Nathan reunites with Sam...but a rocket launcher explosion tears open the floor and they fall through to a lower deck.

Now things really start to get intense. This is definitely the Shoreline "A" team—lots of body armor and heavy weaponry. In particular, you start seeing a trooper **(L)** firing an RPG that launches rocket-propelled grenades.

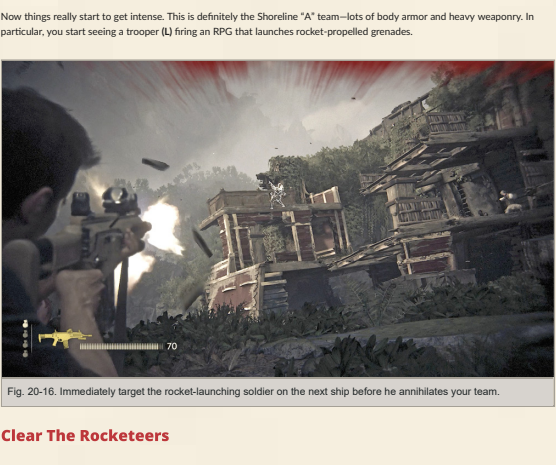


Fig. 20-16. Immediately target the rocket-launching soldier on the next ship before he annihilates your team.

Clear The Rocketeers

As soon as you get off your butt from the rocket explosion, select the Gold **ARX-160** or, even better, the Golden **Barok .44**, take aim and shoot the rocket-launching soldier **(L)** in the distant high ship deck. One shot from the golden pistol will take him out. You hardly have time to cover. The time it takes to get to cover and aim and shoot would be better spent shooting and killing this enemy who launches attack after attack into the small cabin where you are located.

Once the rocket launcher is out you can exit the cabin and take cover behind the ledge just outside the cabin **(20)** and start picking off the advancing enemies. One enemy **(M)** drops from the top of the cliff onto the galleon to join the remaining four soldiers. As you advance, or as enemies are picked off, an additional four enemies appear from behind the rocket launcher's post.

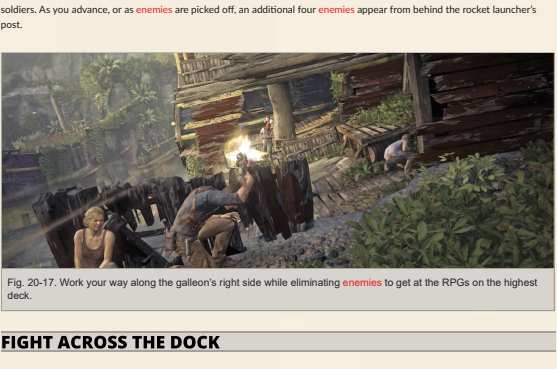
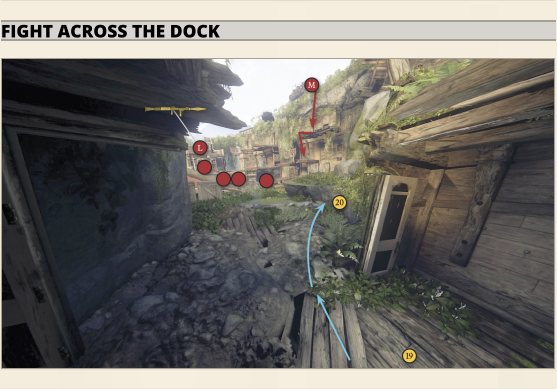
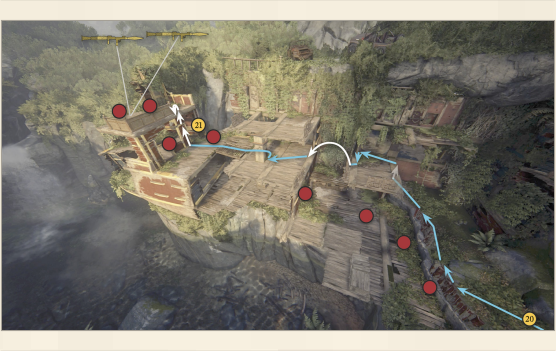
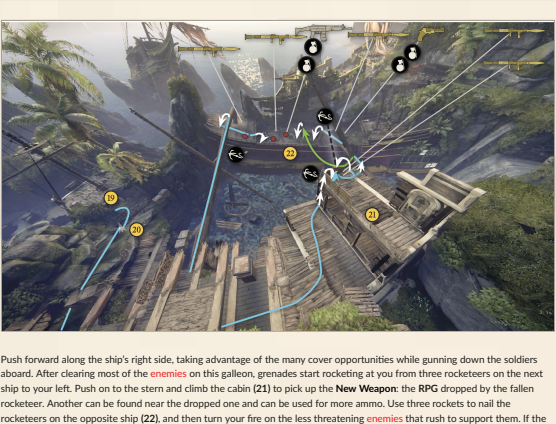


Fig. 20-17. Work your way along the galleon's right side while eliminating enemies to get at the RPGs on the highest deck.

FIGHT ACROSS THE DOCK







Push forward along the ship's right side, taking advantage of the many cover opportunities while gunning down the soldiers aboard. After clearing most of the enemies on this galleon, grenades start rocketing at you from three rocketeers on the next ship to your left. Push on to the stern and climb the cabin **(21)** to pick up the **New Weapon**: the **RPG** dropped by the fallen rocketeer. Another can be found near the dropped one and can be used for more ammo. Use three rockets to nail the rocketeers on the opposite ship **(22)**, and then turn your fire on the less threatening enemies that rush to support them. If the rocketeers get a shot off, they will likely destroy the deck you are standing on. This drops you to the floor below. Continue your attack from below until all enemies on that next ship are dead. Try to save at least one rocket (ammo) for the battle that occurs when you step foot on the next ship.

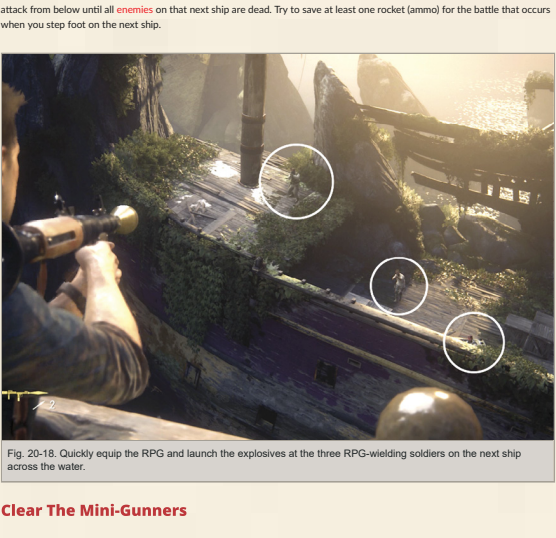
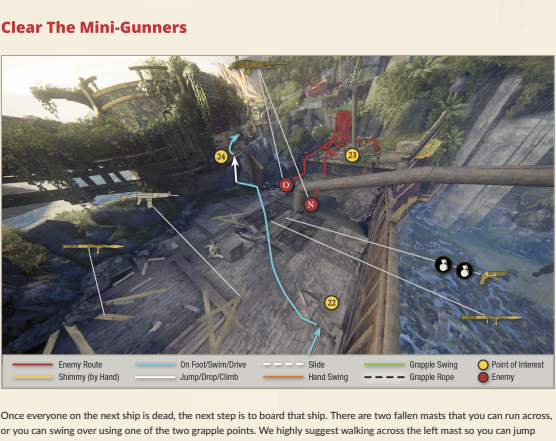


Fig. 20-18. Quickly equip the RPG and launch the explosives at the three RPG-wielding soldiers on the next ship across the water.

Clear The Mini-Gunners



Once everyone on the next ship is dead, the next step is to board that ship. There are two fallen masts that you can run across, or you can swing over using one of the two grapple points. We highly suggest walking across the left mast so you can jump down to the left and reach the RPG that the enemy on the bow of the ship was using (this is the only way to reach this RPG; you cannot reach the bow from the main deck of the ship). If you carried at least one rocket ammo over with you, this makes two rounds in your RPG. There are two more dropped RPGs with one round each in them on the main deck. If you are quick enough, you can get both and then get to cover.

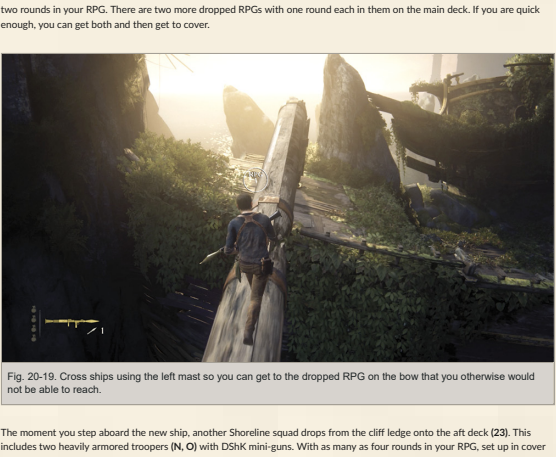


Fig. 20-19. Cross ships using the left mast so you can get to the dropped RPG on the bow that you otherwise would not be able to reach.

The moment you step aboard the new ship, another Shoreline squad drops from the cliff ledge onto the aft deck **(23)**. This includes two heavily armored troopers **(N, O)** with DShK mini-guns. With as many as four rounds in your RPG, set up in cover behind the short wall on the ship's right side and first use a handgun on the faster enemies dropping down onto the deck, and then switch to the rocket launcher and use the rockets to take out the two mini-gunners. Aim for direct hits on these enemies, and then finish off the remaining enemies.

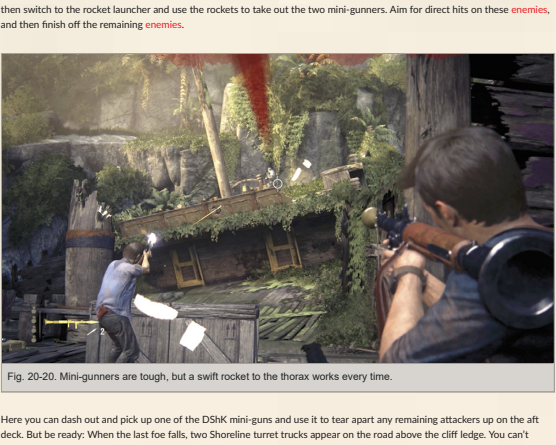


Fig. 20-20. Mini-gunners are tough, but a swift rocket to the thorax works every time.

Here you can dash out and pick up one of the DShK mini-guns and use it to tear apart any remaining attackers up on the aft deck. But be ready: When the last foe falls, two Shoreline turret trucks appear on the road above the cliff ledge. You can't destroy these trucks or their mounted guns, so best to search for a good rifle to prepare for the next battle and then get moving. Sprint over to the ledge **(24)** left of the ship's stern and jump to grab Elena's outstretched hand.

Fig. 20-21. Nathan hates these trucks, and now there are two.

After she pulls you up, sprint after her and Sam down the gunnery deck corridor. The Shoreline truck attack knocks a cannon out of a gunport and into your path. Jump over it and a second explosion sinks the ship with you in it. Nathan tumbles into the water below.

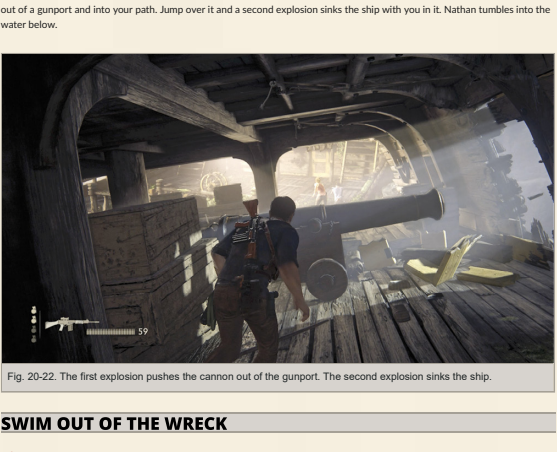


Fig. 20-22. The first explosion pushes the cannon out of the gunport. The second explosion sinks the ship.

SWIM OUT OF THE WRECK

First Breath

When you regain control, swim through the hole in the hull directly in front of you, then up to the surface for a breath. The situation is not good; the explosions knocked the ship off its mooring and it's sinking further. The water is rising inside so you have no choice but to move fast.

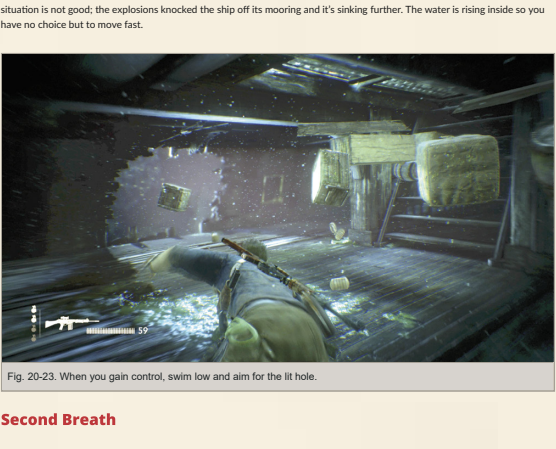


Fig. 20-23. When you gain control, swim low and aim for the lit hole.

Second Breath

Dive back down and swim through the hole in the side wall one floor down and to the left (*see Fig. 20-24*). (Look for the broken yellow door on the floor in front of the hole.) Just after you get through the hole, swim straight up through a ceiling hole and continue upward to the next floor's ceiling to a rapidly closing air pocket. Nathan takes a breath as the water rises to the top.

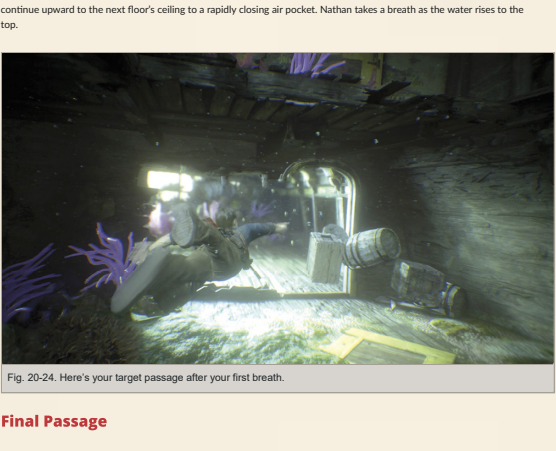


Fig. 20-24. Here's your target passage after your first breath.

Final Passage

Dive downward and swim for the hole on this level where you can see green seaweed (*see Fig. 20-25*) waving in the passage beyond. Follow the passage until you see sunlight on the surface above and swim up. You surface in a lagoon not far from a beach.

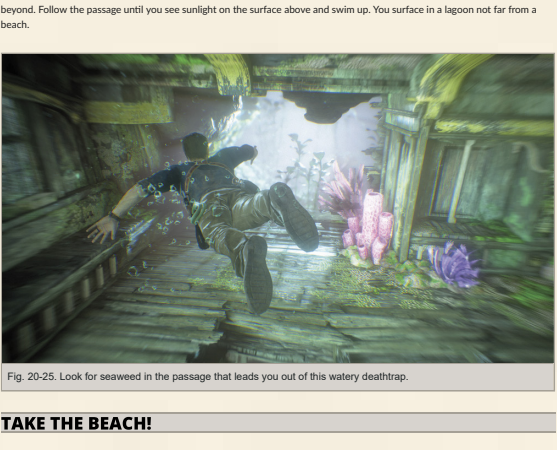
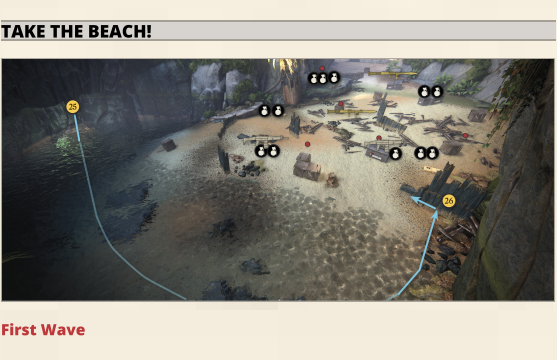


Fig. 20-25. Look for seaweed in the passage that leads you out of this watery deathtrap.

TAKE THE BEACH!



First Wave

Five Shoreline troopers scramble down the beach when you surface in the new area. We suggest quickly diving back down in the water and swimming directly across the lagoon to find cover and to avoid bullets. It's likely the enemy will become unaware again until you resurface. Come ashore to the cover fence **(26)** and start fighting. Look for multiple MK-NDI grenade pickups on crates around the beach.

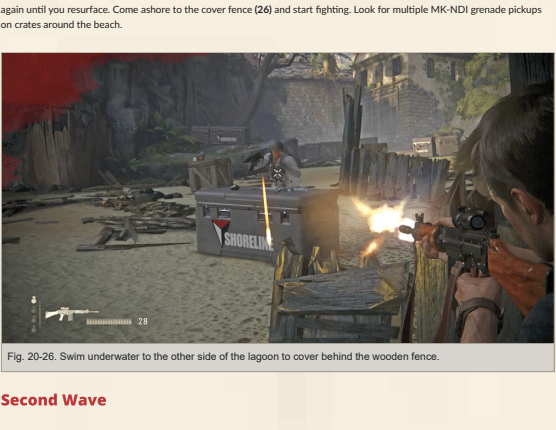
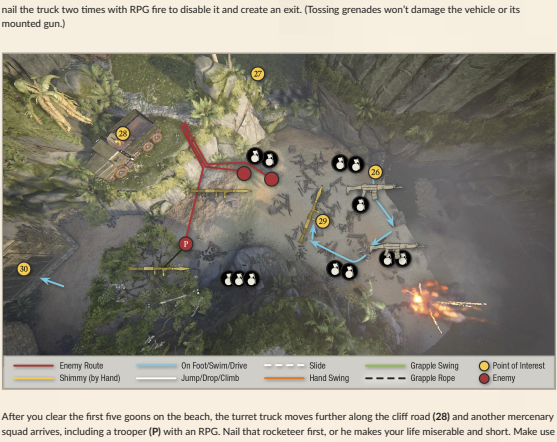


Fig. 20-26. Swim underwater to the other side of the lagoon to cover behind the wooden fence.

Second Wave

As you thin the numbers of the first wave, a Shoreline turret truck pulls up on the cliff above and opens fire **(27)**. Your goal is to nail the truck two times with RPG fire to disable it and create an exit. (Tossing grenades won't damage the vehicle or its mounted gun.)



After you clear the first five goons on the beach, the turret truck moves further along the cliff road **(28)** and another mercenary squad arrives, including a trooper **(P)** with an RPG. Nail that rocketeer first, or he makes your life miserable and short. Make use of the many grenades lying around to make short work of the foot troops.

Defeat all the gunmen and then get yourself a rocket launcher! Either retrieve the one from the fallen gunner **(P)** or find another RPG atop the crates near the truck. The closest one to your original cover is the RPG **(29)** on the sand on the beach. Get in cover and start slinging rockets at the damn truck. Two good hits disables the vehicle and it rolls off the cliff into a house, tearing open a hole in the wall **(30)**.

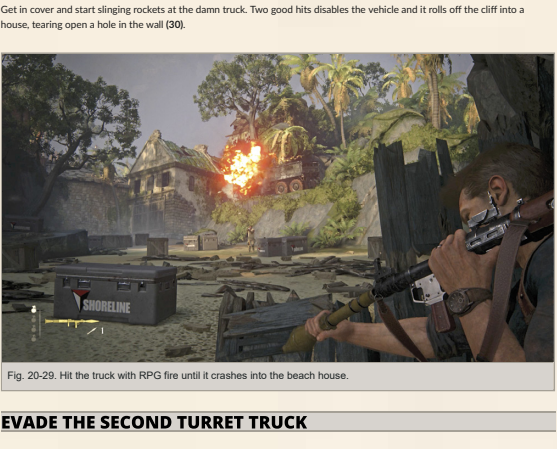
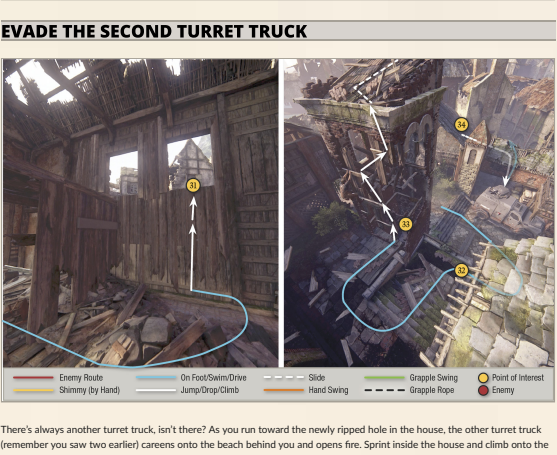


Fig. 20-29. Hit the truck with RPG fire until it crashes into the beach house.

EVADE THE SECOND TURRET TRUCK



There's always another turret truck, isn't there? As you run toward the newly ripped hole in the house, the other turret truck (remember you saw two earlier) careens onto the beach behind you and opens fire. Sprint inside the house and climb onto the floor platform **(31)**. This triggers a quick scene: The Shoreline turret truck rams into the house, collapsing the platform. Nathan rolls off the truck's hood onto the street beyond.

Fig. 20-30. These trucks won't give up.

Run! Just pull the left stick in the direction you want to go. Sprint down the street, then veer up the stairs to the left **(32)**. (Move fast or the truck's mounted gun will mow down Nathan.) At the top, turn right and climb the beams of the tower's exposed frame **(33)**. When you reach the roof, the tower teeters and falls into the building **(34)** across the street. Nathan ends up hopping down into the street beyond and the chase continues, with the relentless truck right on his six.

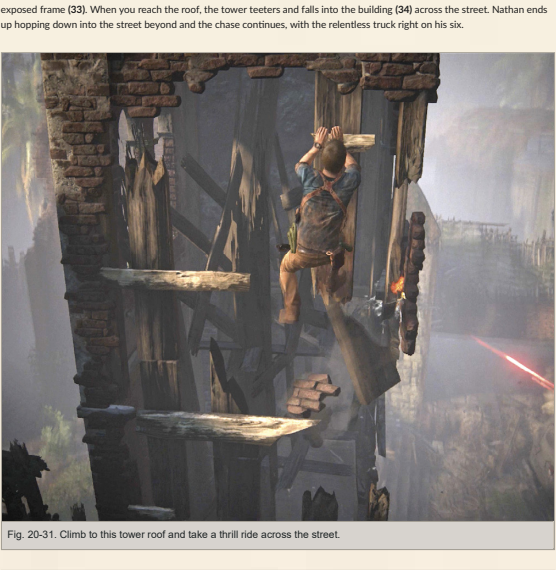
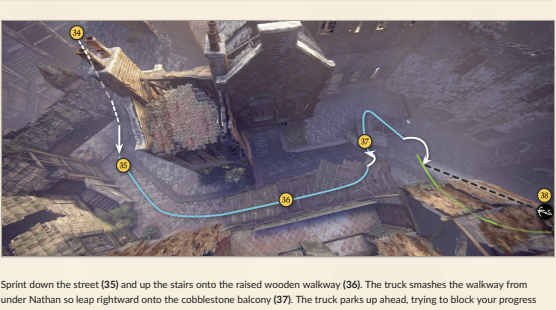
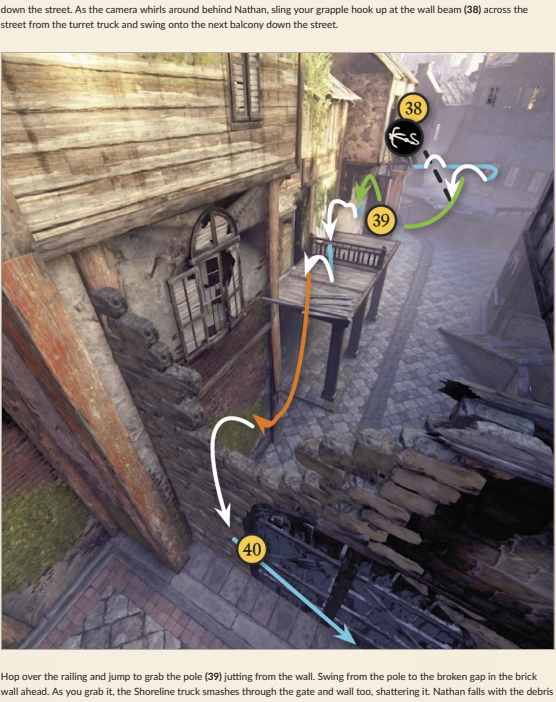


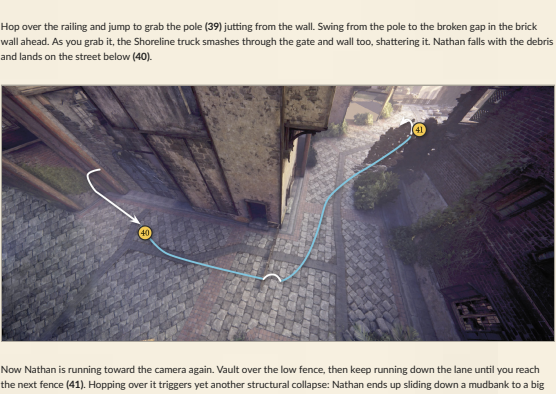
Fig. 20-31. Climb to this tower roof and take a thrill ride across the street.



Sprint down the street **(35)** and up the stairs onto the raised wooden walkway **(36)**. The truck smashes the walkway from under Nathan so leap rightward onto the cobblestone balcony **(37)**. The truck parks up ahead, trying to block your progress down the street. As the camera whirls around behind Nathan, sling your grapple hook up at the wall beam **(38)** across the street from the turret truck and swing onto the next balcony down the street.

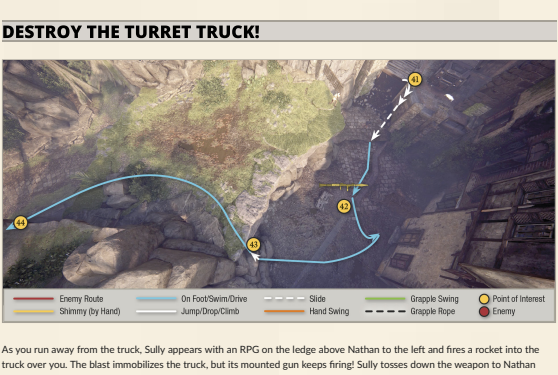


Hop over the railing and jump to grab the pole **(39)** jutting from the wall. Swing from the pole to the broken gap in the brick wall ahead. As you grab it, the Shoreline truck smashes through the gate and wall too, shattering it. Nathan falls with the debris and lands on the street below **(40)**.



Now Nathan is running toward the camera again. Vault over the low fence, then keep running down the lane until you reach the next fence **(41)**. Hopping over it triggers yet another structural collapse: Nathan ends up sliding down a mudbank to a big plaza below. Keep running!

DESTROY THE TURRET TRUCK!



As you run away from the truck, Sully appears with an RPG on the ledge above Nathan to the left and fires a rocket into the truck over you. The blast immobilizes the truck, but its mounted gun keeps firing! Sully tosses down the weapon to Nathan **(42)**. Run to pick it up, hustle behind nearby cover, and then fire two rockets into the truck to kill it, at last.

Fig. 20-32. Kill that bastard!

Head over to where Sully waits **(43)** on the ledge. Jump to grab his hand and trigger a long cutscene: The full team is finally together—physically, anyway. But the ultimate team objective remains up for debate.

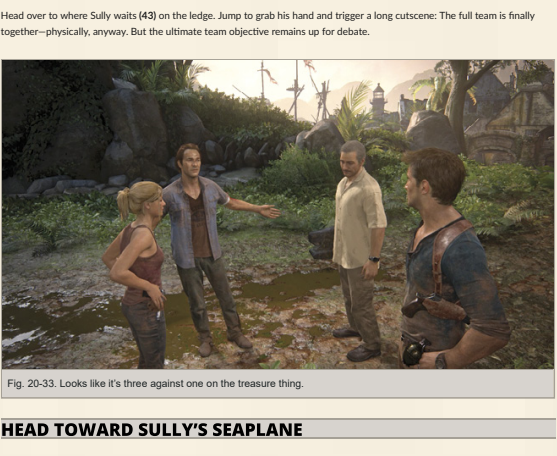
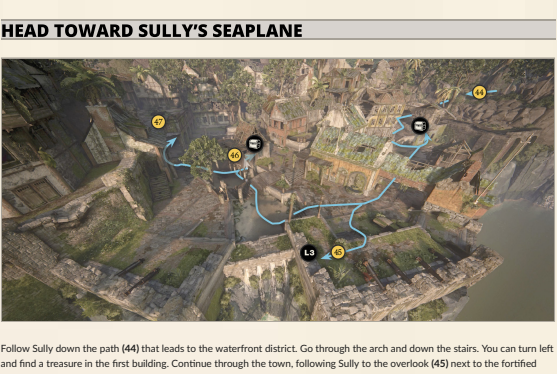


Fig. 20-33. Looks like it's three against one on the treasure thing.

HEAD TOWARD SULLY'S SEAPLANE



Follow Sully down the path **(44)** that leads to the waterfront district. Go through the arch and down the stairs. You can turn left and find a treasure in the first building. Continue through the town, following Sully to the overlook **(45)** next to the fortified cannon emplacement where you can spot the seaplane far below on the water.

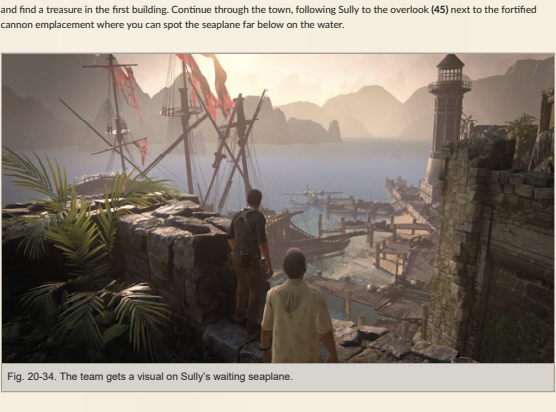
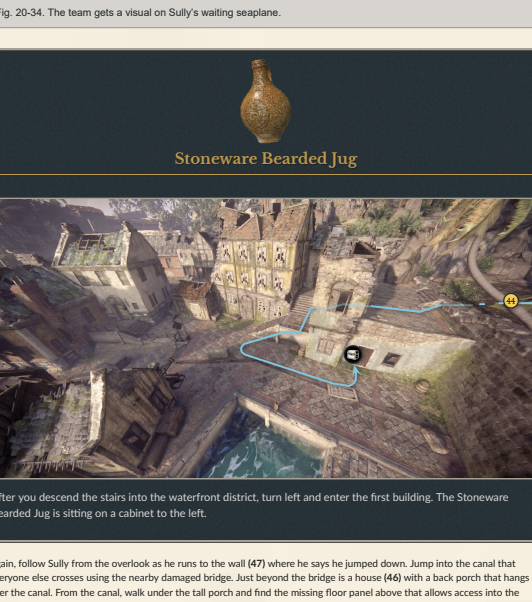


Fig. 20-34. The team gets a visual on Sully's waiting seaplane.

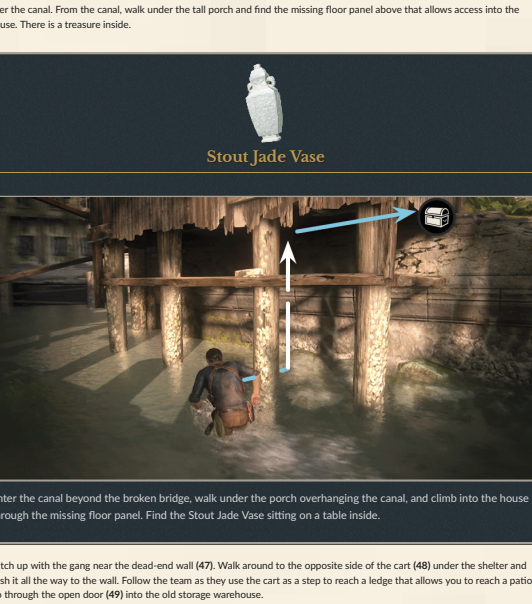
Stoneware Bearded Jug



After you descend the stairs into the waterfront district, turn left and enter the first building. The Stoneware Bearded Jug is sitting on a cabinet to the left.

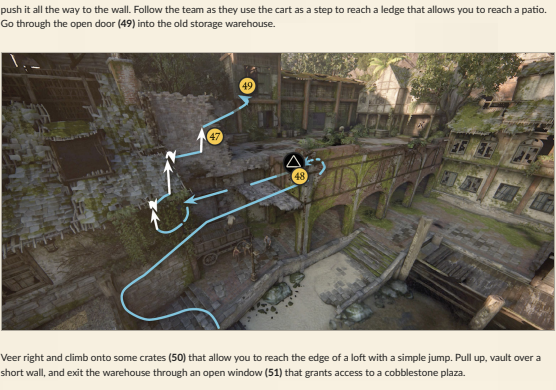
Again, follow Sully from the overlook as he runs to the wall **(47)** where he says he jumped down. Jump into the canal that everyone else crosses using the nearby damaged bridge. Just beyond the bridge is a house **(46)** with a back porch that hangs over the canal. From the canal, walk under the tall porch and find the missing floor panel above that allows access into the house. There is a treasure inside.

Stout Jade Vase

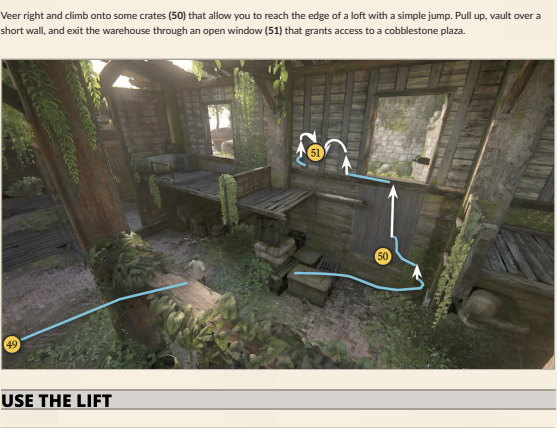


Enter the canal beyond the broken bridge, walk under the porch overhanging the canal, and climb into the house through the missing floor panel. Find the Stout Jade Vase sitting on a table inside.

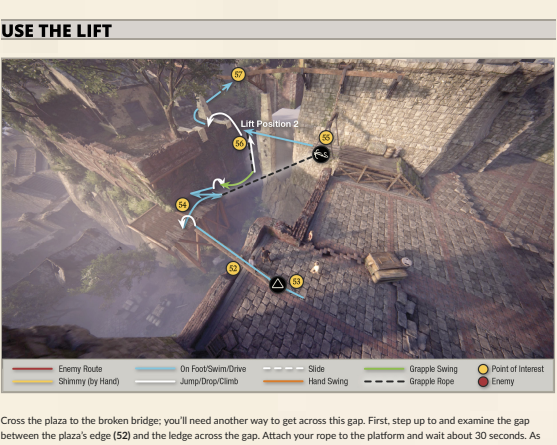
Catch up with the gang near the dead-end wall **(47)**. Walk around to the opposite side of the cart **(48)** under the shelter and push it all the way to the wall. Follow the team as they use the cart as a step to reach a ledge that allows you to reach a patio. Go through the open door **(49)** into the old storage warehouse.



Veer right and climb onto some crates **(50)** that allow you to reach the edge of a loft with a simple jump. Pull up, vault over a short wall, and exit the warehouse through an open window **(51)** that grants access to a cobblestone plaza.



USE THE LIFT



Cross the plaza to the broken bridge; you'll need another way to get across this gap. First, step up to and examine the gap between the plaza's edge **(52)** and the ledge across the gap. Attach your rope to the platform and wait about 30 seconds. As soon as Sam says, "I got an idea. Nathan give me a hand," follow him to the end of the broken support beam **(53)** and move it out over the gap. Walk onto the beam and to the end, and jump to the lower platform **(54)** across the gap. Move to the front corner of the platform facing the cargo lift back across the gap. Sam, Elena, and Sully all step onto the lift **(55)**. Now it's grapple time.

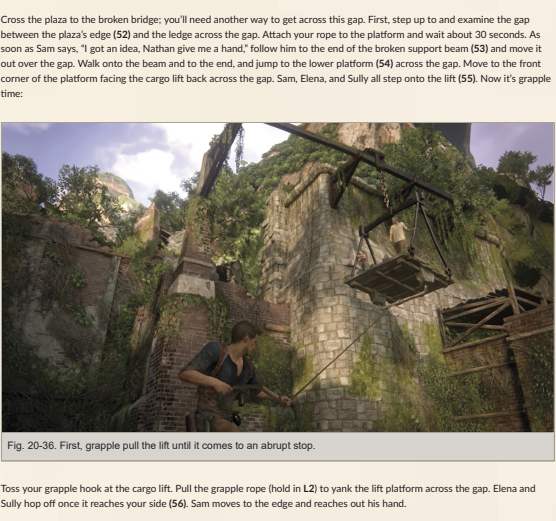


Fig. 20-36. First, grapple pull the lift until it comes to an abrupt stop.

Toss your grapple hook at the cargo lift. Pull the grapple rope (hold in **L2**) to yank the lift platform across the gap. Elena and Sully hop off once it reaches your side **(56)**. Sam moves to the edge and reaches out his hand.

Step off your platform and let yourself swing underneath the lift platform. Then climb the rope as high as you can go until you reach the bar the grapple is hooked onto. Turn yourself around on the bar and then swing to Sam, who has his hand reaching out to you. He pulls you aboard.

When a cable breaks and sends you and Sam clinking to the bottom of the lift, climb the platform boards to the upper left corner and then jump toward Sully, who pulls Nathan onto the terrace.

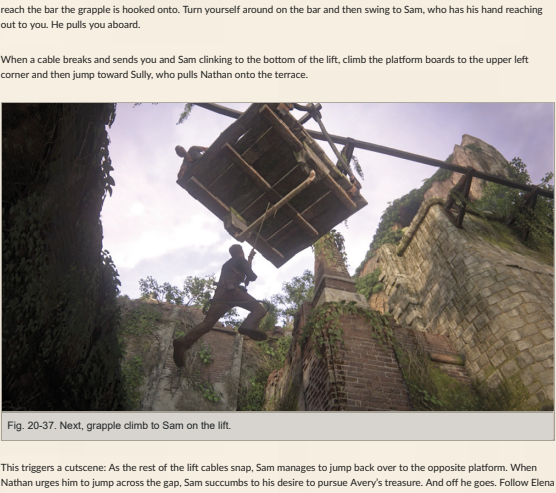


Fig. 20-37. Next, grapple climb to Sam on the lift.

This triggers a cutscene: As the rest of the lift cables snap, Sam manages to jump back over to the opposite platform. When Nathan urges him to jump across the gap, Sam succumbs to his desire to pursue Avery's treasure. And off he goes. Follow Elena as she takes off in pursuit **(57)**.

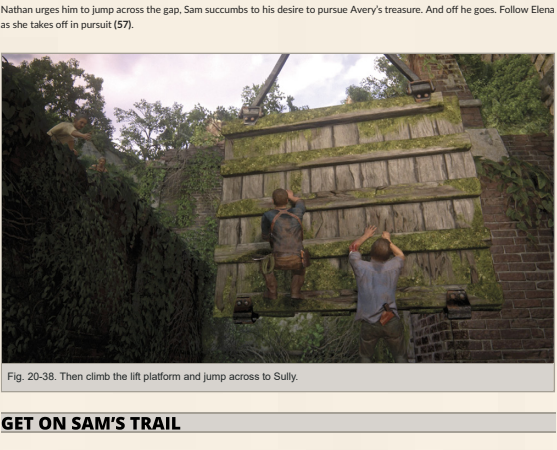
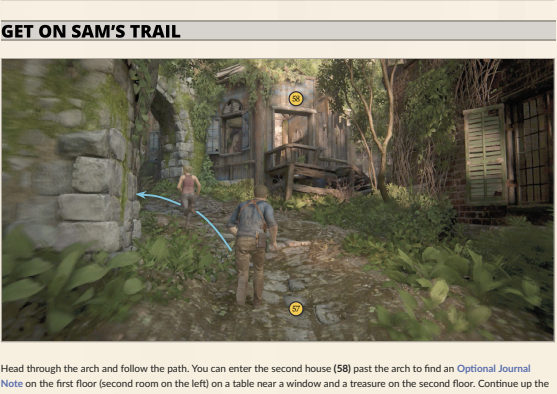


Fig. 20-38. Then climb the lift platform and jump across to Sully.

GET ON SAM'S TRAIL



Head through the arch and follow the path. You can enter the second house **(58)** past the arch to find an Optional Journal Note on the first floor (second room on the left) on a table near a window and a treasure on the second floor. Continue up the path through two more arches until you reach a small plaza with a statue in the center. You can find another treasure inside the house **(59)** with a hole torn open in the corner.

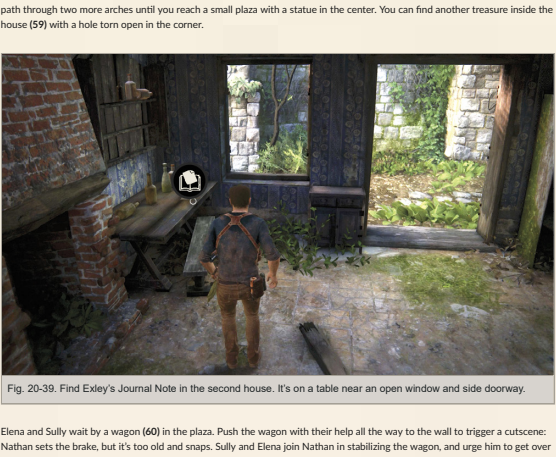
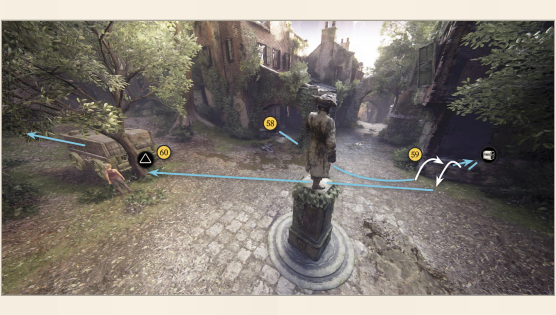


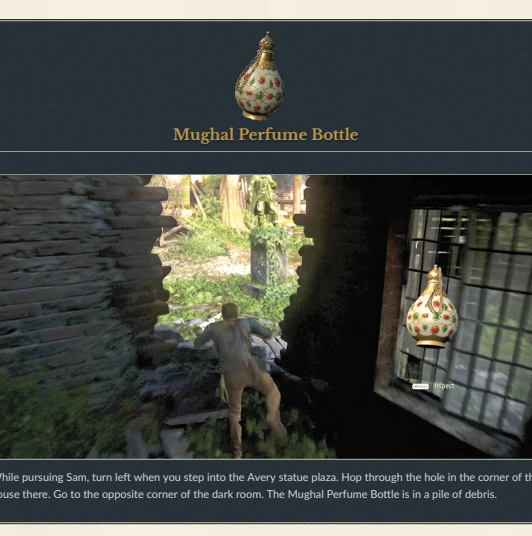
Fig. 20-39. Find Exley's Journal Note in the second house. It's on a table near an open window and side doorway.

Elena and Sully wait by a wagon **(60)** in the plaza. Push the wagon with their help all the way to the wall to trigger a cutscene: Nathan sets the brake, but it's too old and snaps. Sully and Elena join Nathan in stabilizing the wagon, and urge him to get over the wall. When he does, the wagon's weight proves too much for the others. Nathan must continue the pursuit alone.

Fig. 20-41. Cart's in position, what could possibly go wrong?!

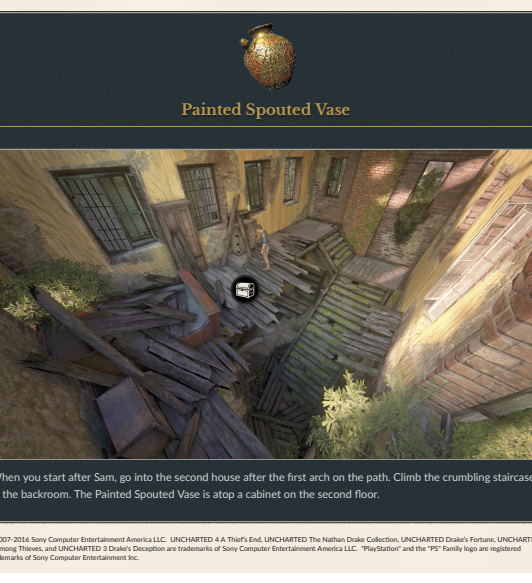


Mughal Perfume Bottle



While pursuing Sam, turn left when you step into the Avery statue plaza. Hop through the hole in the corner of the house there. Go to the opposite corner of the dark room. The Mughal Perfume Bottle is in a pile of debris.

Painted Spouted Vase



When you start after Sam, go into the second house after the first arch on the path. Climb the crumbling staircase in the backroom. The Painted Spouted Vase is atop a cabinet on the second floor.

UNCHARTED 4 A Thief's End

Story Walkthrough

Chapter 21: Brother's Keeper

Having abandoned the party to pursue his selfish desire for adventure and Avery's treasure, Sam recklessly continues the quest. Nathan, unwillingly separated from Elena and Sully, tries to pick up his brother's trail and bring him back alive—with or without the treasure.

21
Brothers' Keeper

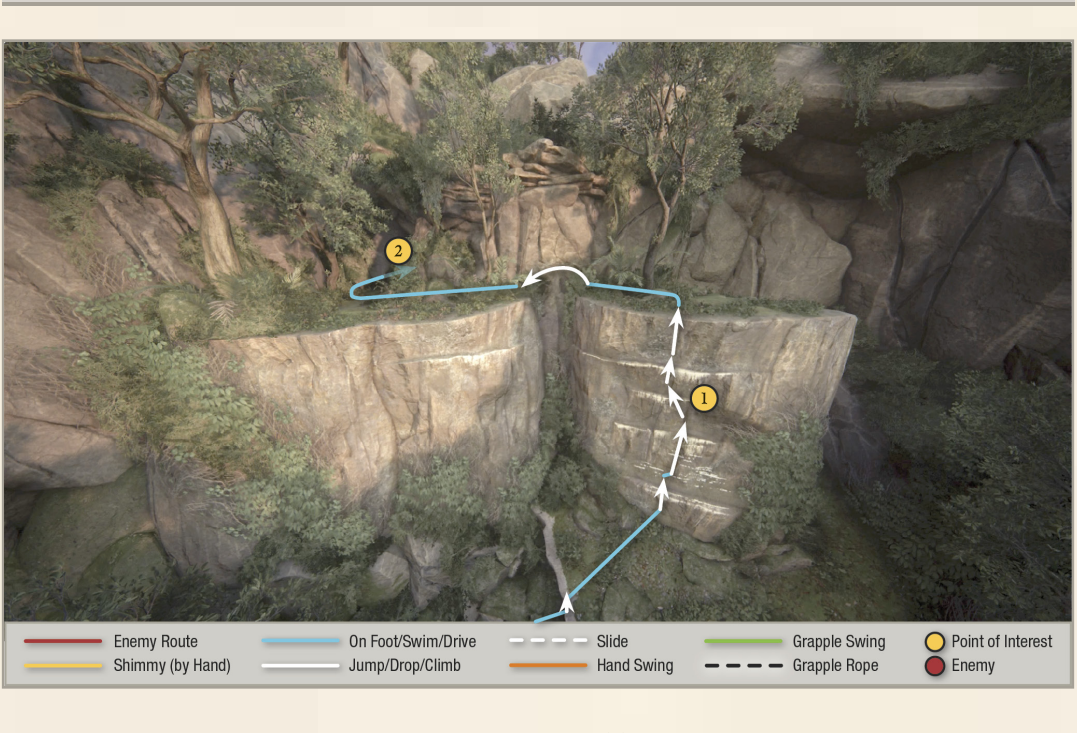
Collectibles

Treasures: 4

Chapter Specific Trophies: "Lost History" and "Relic Finder"

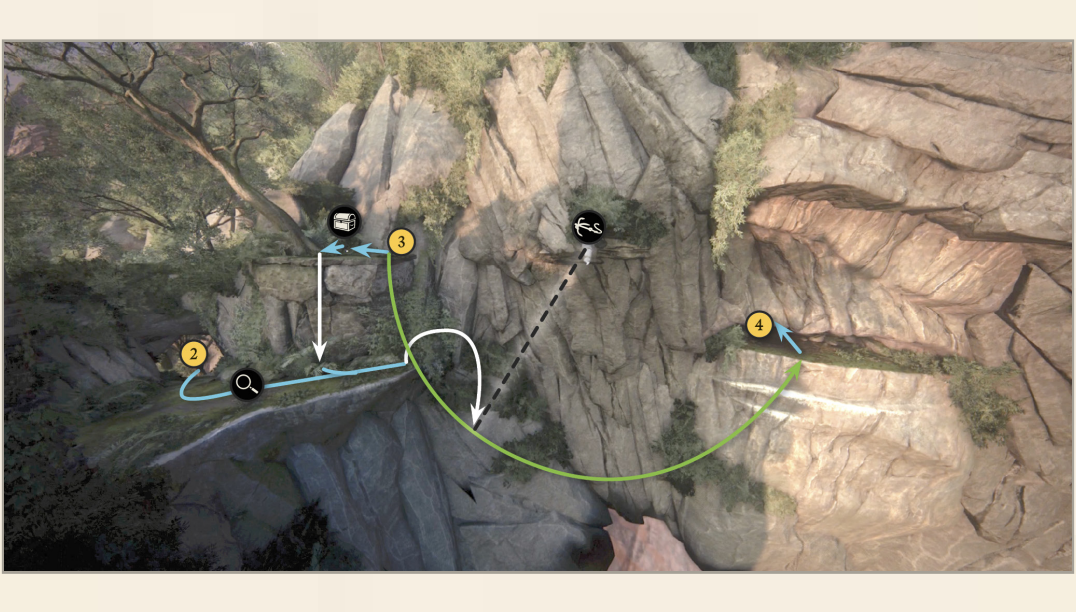
Optional Journal Notes: 1

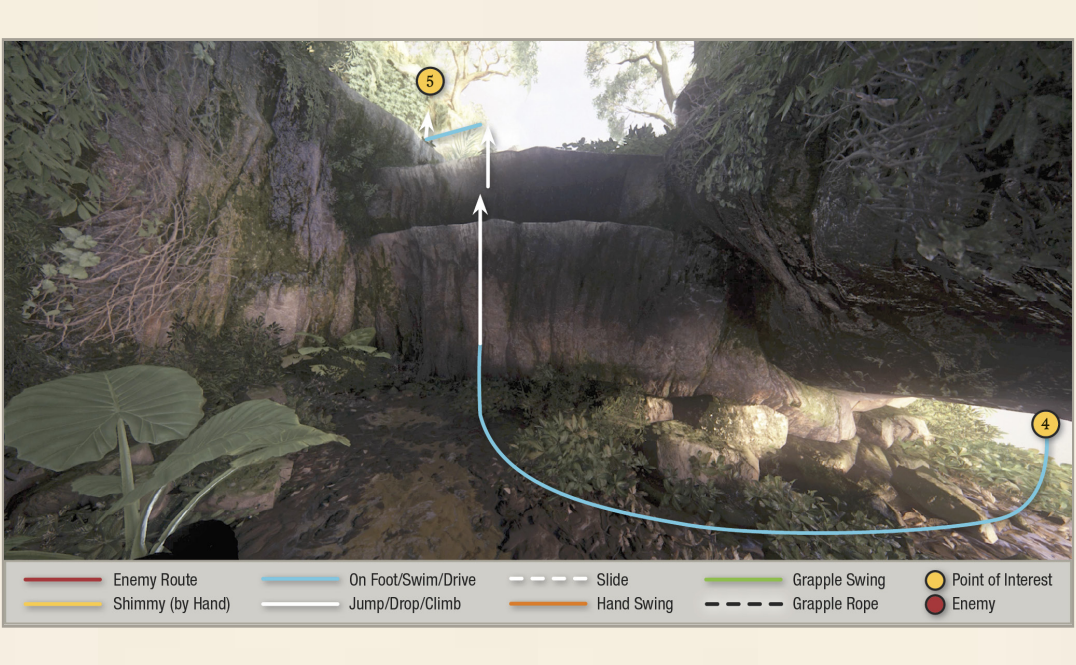
FIND SAM



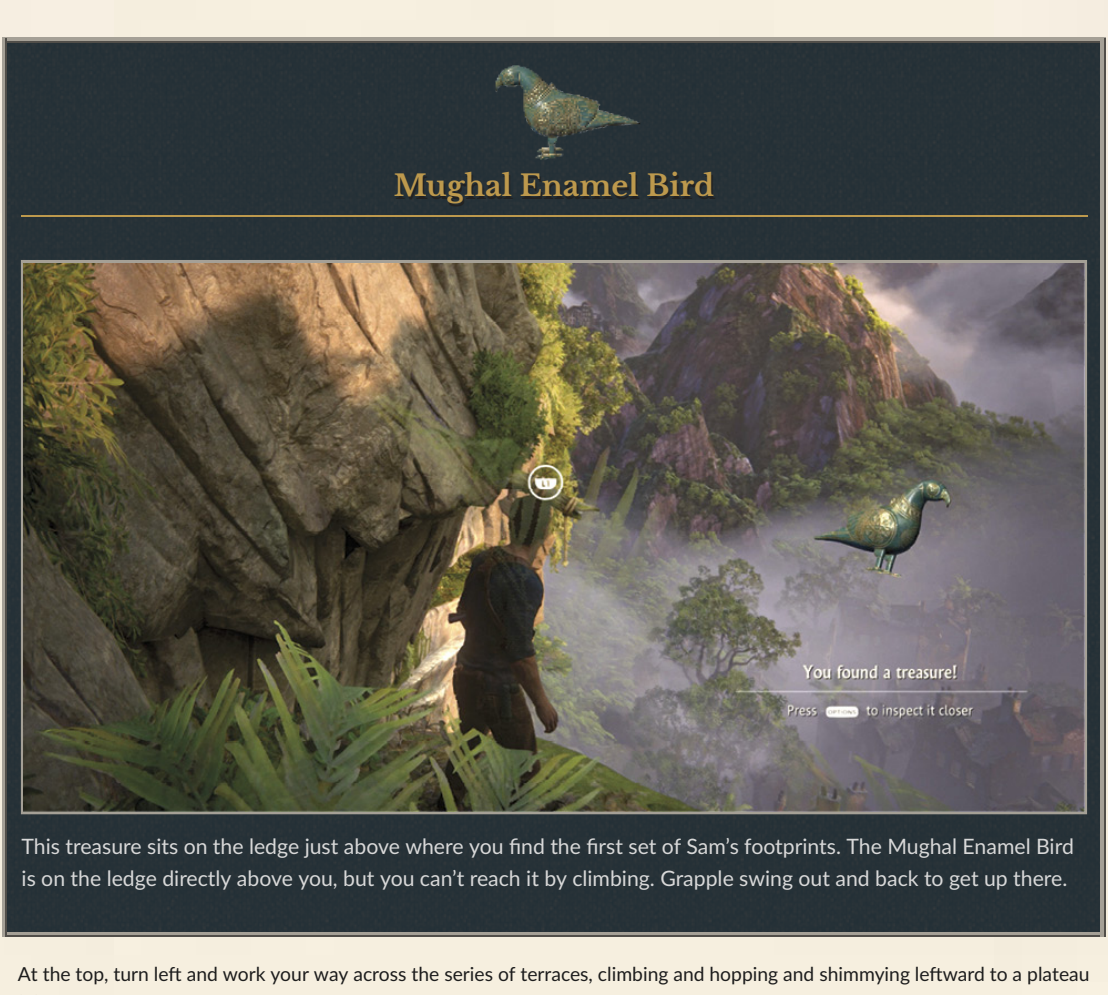
Follow the path and hop up the short terraces; then climb the high wall **(1)** and leap across the gap. Move through the short tunnel **(2)** and examine Sam's footprints at the next overlook. Toss your grapple hook up to the branch above and step off the overlook. (You can swing out and back first, leaping to a ledge **(3)** behind you to pick up a treasure.) Swing across to the seam in the rock face and crawl through the low cave **(4)**. Inside, turn right and climb the ledges to exit **(5)**.

Fig. 21-2. Sam's footprints mark the way you want to go.





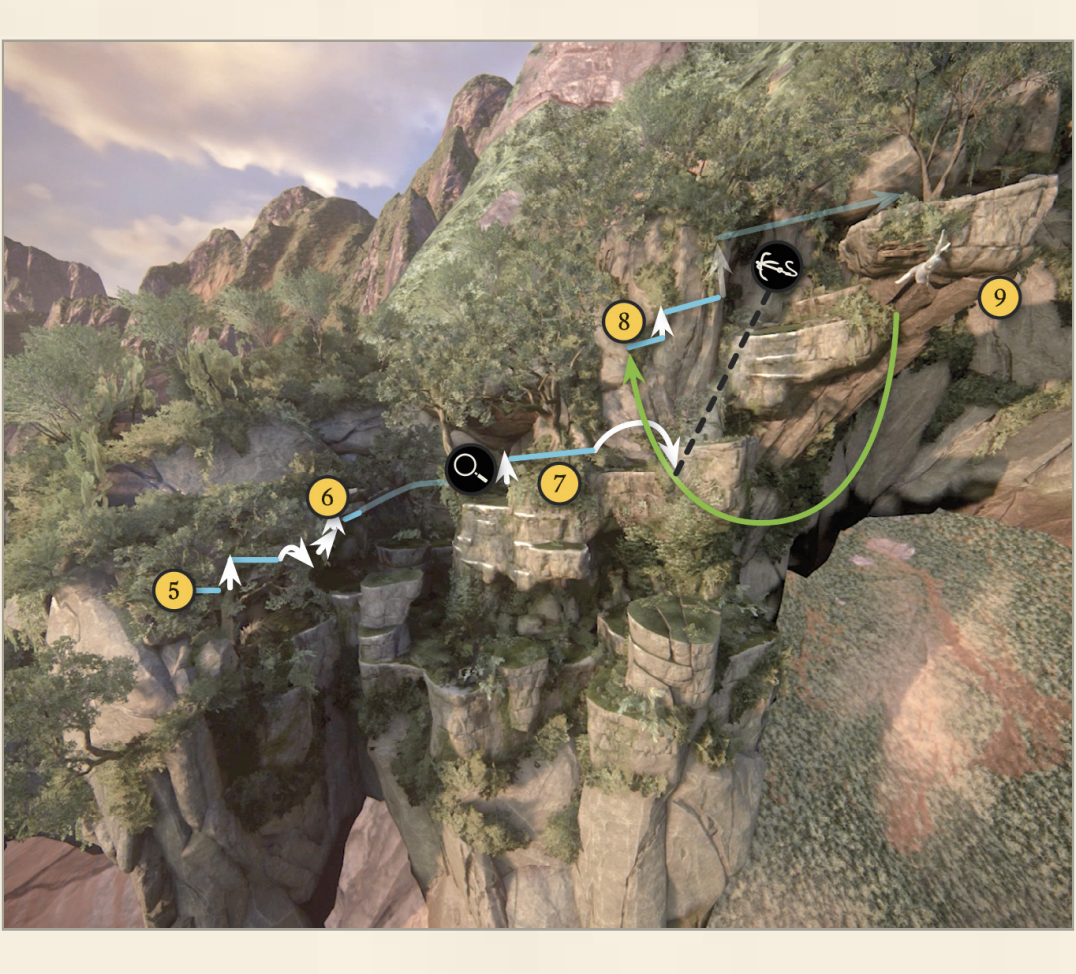
Mughal Enamel Bird



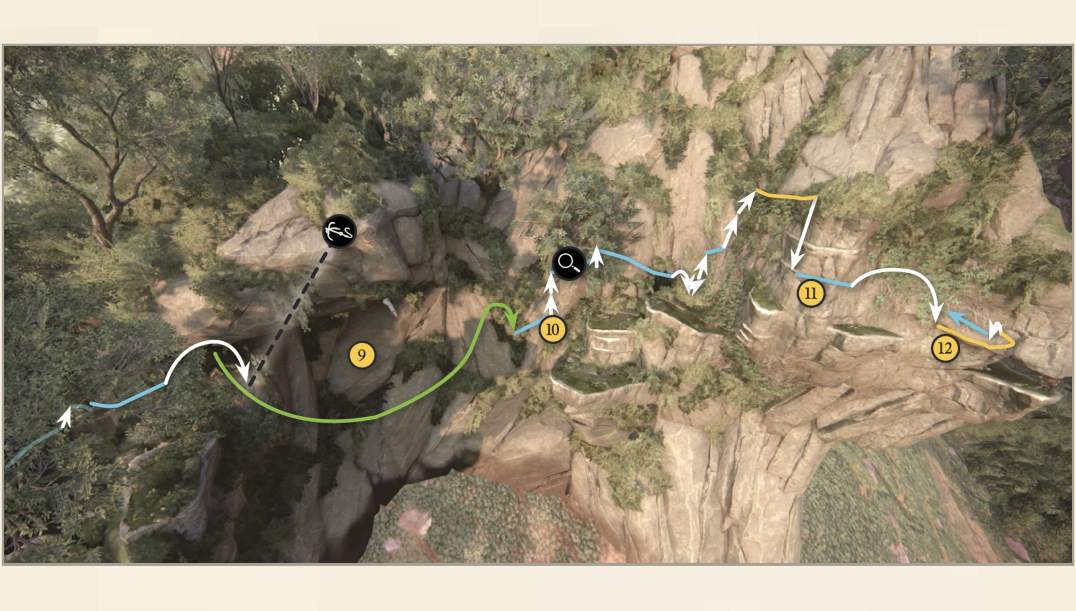
This treasure sits on the ledge just above where you find the first set of Sam's footprints. The Mughal Enamel Bird is on the ledge directly above you, but you can't reach it by climbing. Grapple swing out and back to get up there.

At the top, turn left and work your way across the series of terraces, climbing and hopping and shimmying leftward to a plateau **(6)** and then walking up the slope to examine more of Sam's footprints. Back on the trail!

Fig. 21-4. Another footprint in the mud; you're on the right track.



Climb onto the rock just to the right **(7)** and sling your grapple hook at the jutting tree root above. While hanging from the rope, position the camera back toward the grapple point you're hanging from and you'll see a ledge with some grip points below it. This is your destination point from this grapple challenge. Steer your next swing toward the ledge **(8)** above the grip areas. With a huge swing, you can make it to the edge of the ledge. Climb the ledges until you reach the last and highest platform near the tree and before a big gap **(9)**.



Use the grapple post to make a big swing across the huge gap to the green terrace **(10)** and climb the handholds to find another set of Sam's footprints.

Keep climbing to a ledge where you hand-shimmy rightward around the rock and then drop onto the small platform **(11)**. Leap to grab the next small platform and pull up into a low overhang **(12)**.

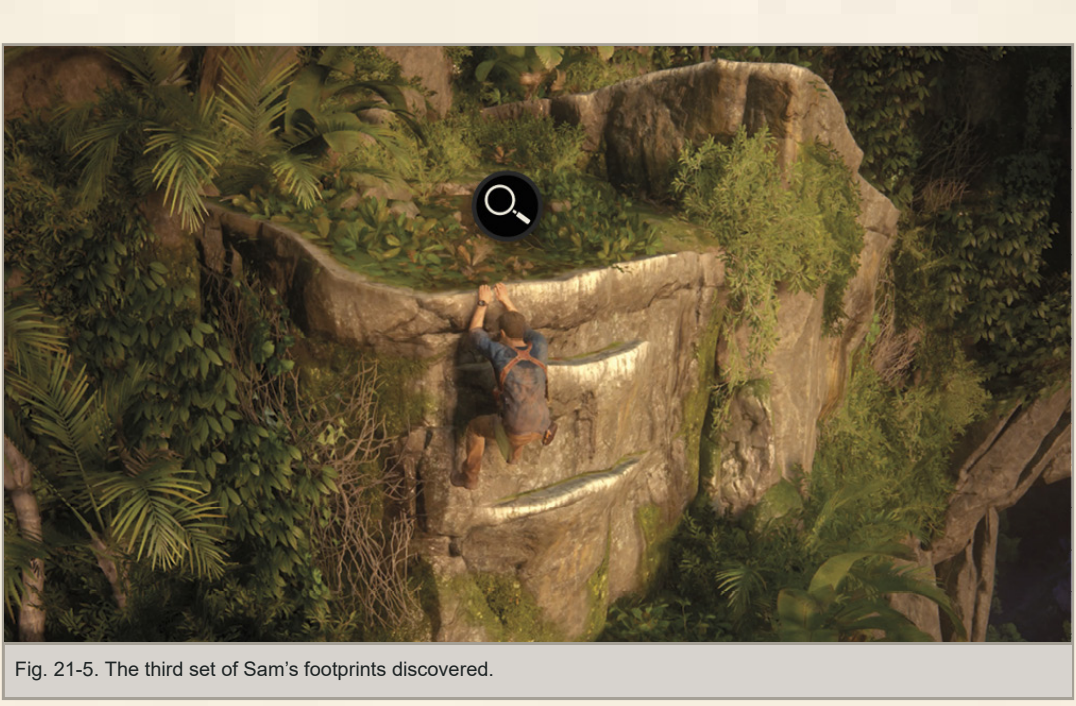
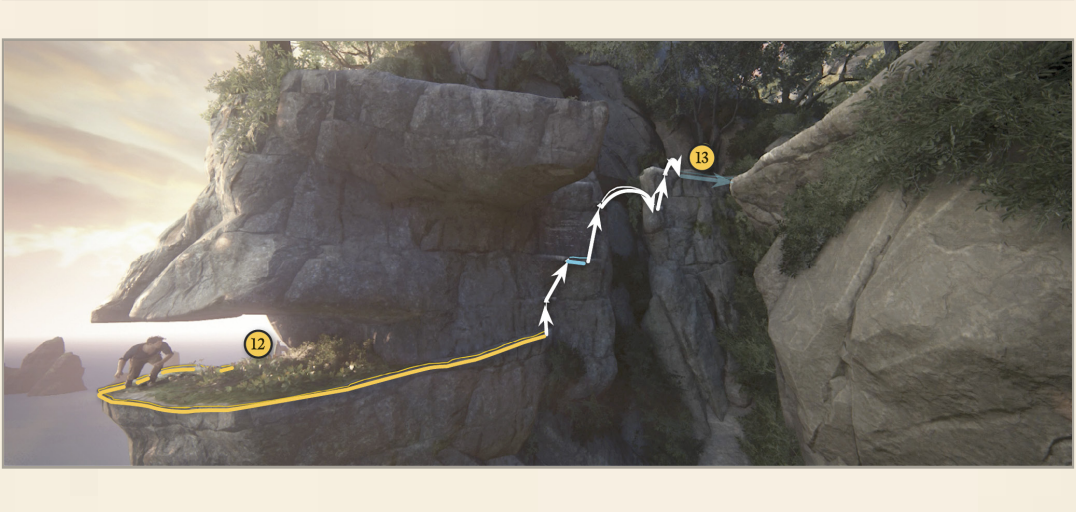
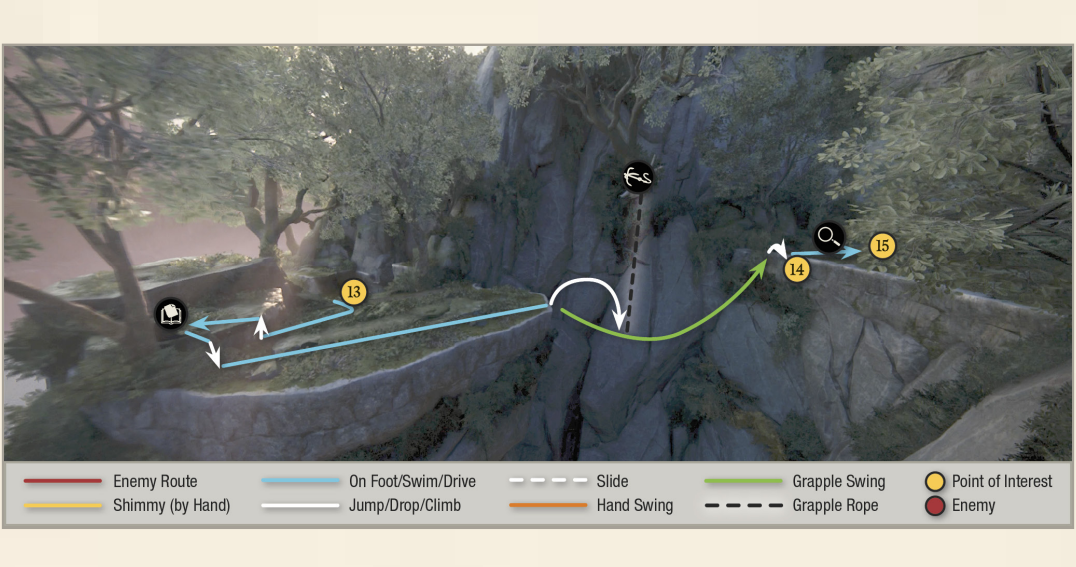


Fig. 21-5. The third set of Sam's footprints discovered.



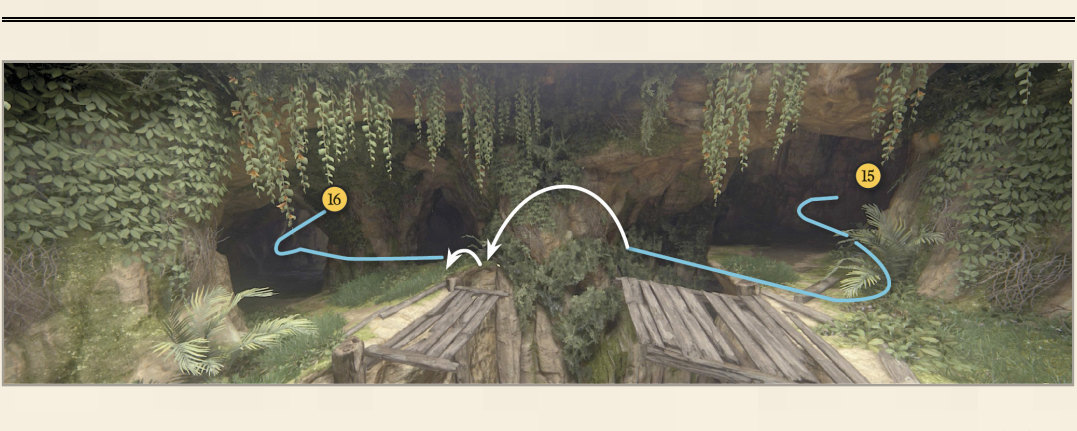
Crouch and move through the low overhang (or just hand-shimmy around the edge), then climb the handholds to the next platform **(13)**. Move across the platforms to the corpse and pick up the Optional Journal Note. Then grapple across to the next platform where you spot more footprints **(14)**. Continue onward into the cave opening and follow the tunnel to the broken bridge. Jump across (it nearly collapses) and proceed through the next cave tunnel **(15)**.



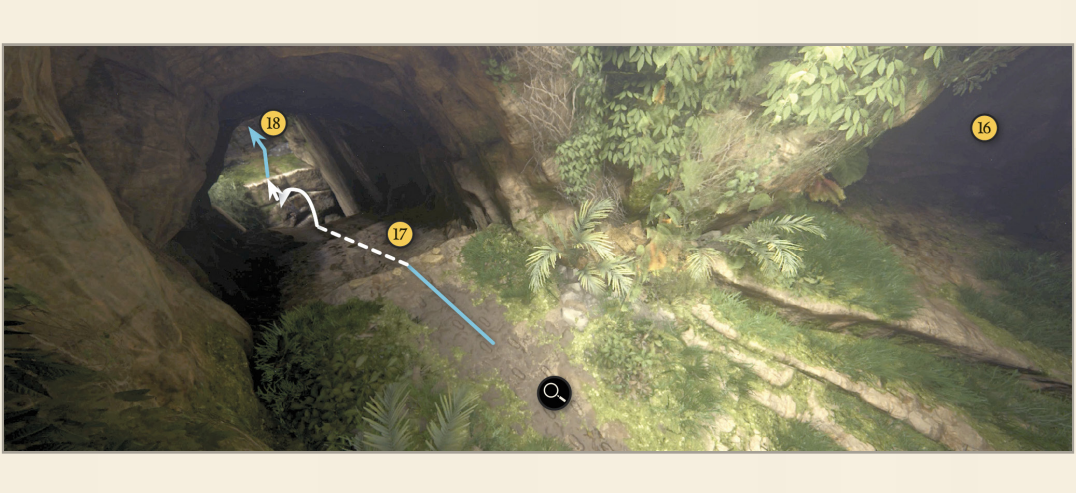
Trophy: Lost History

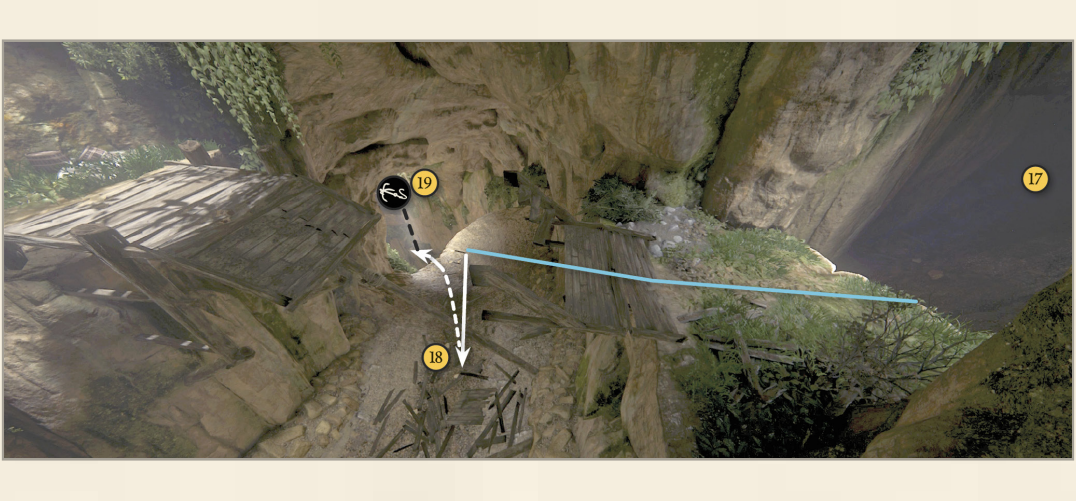
Zoom
Put Away
R Rotate
Close Journal

This Journal Note by Jonathan Burnes is the last one in the game. If you've collected all previous Notes, you earn the "Lost History" trophy.

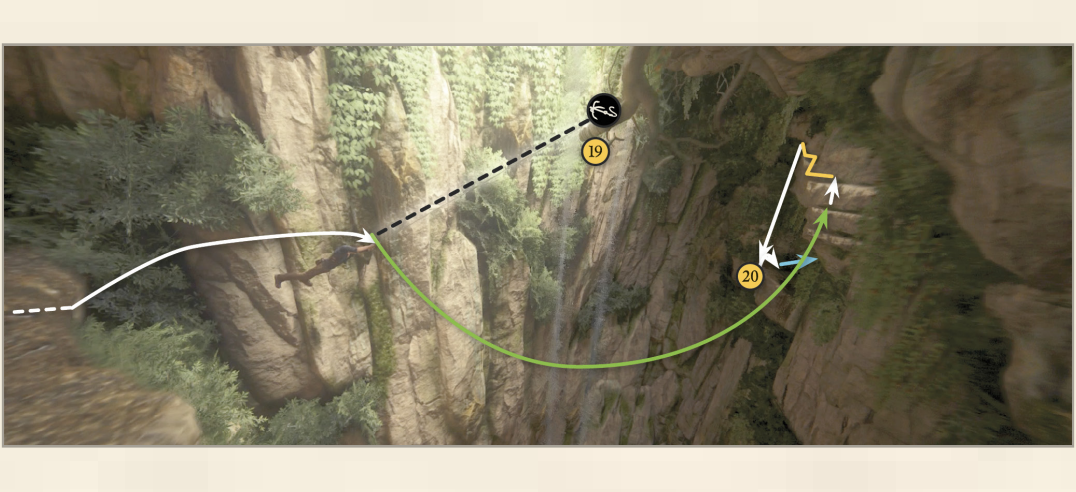


Leap over a gap in a broken bridge and latch onto the opposite side. Pull yourself up and continue into the next tunnel **(16)**. Just after another set of Sam's prints, you encounter a mudslide **(17)**. Ride it down and leap at the bottom to reach handholds on the far ledge. Climb up and try to cross the next bridge **(18)**. When it unavoidably collapses, ride the slide to the bottom and then sling your grapple hook up at the branch **(19)** and swing across to the handholds on the far ledge.

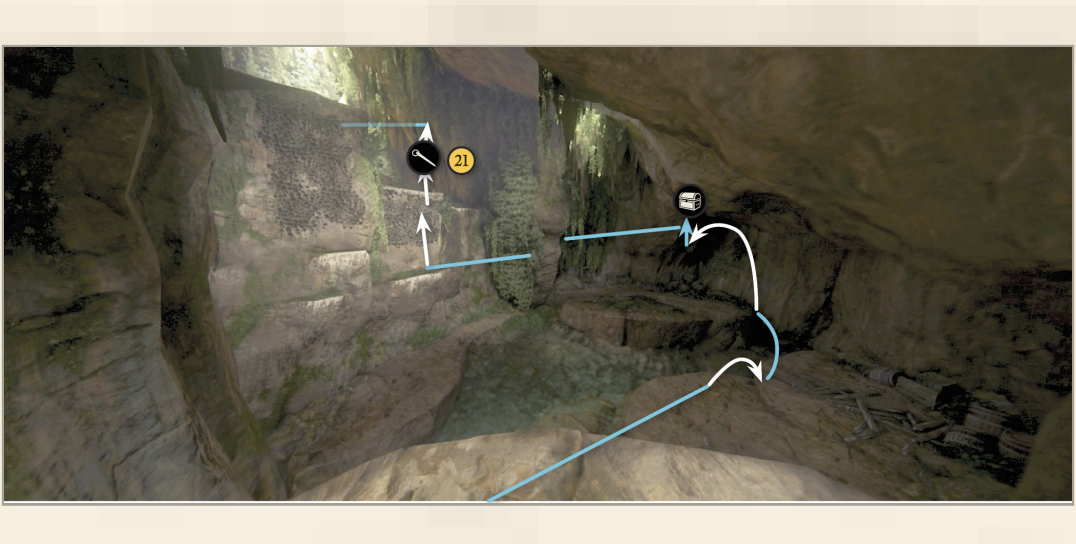




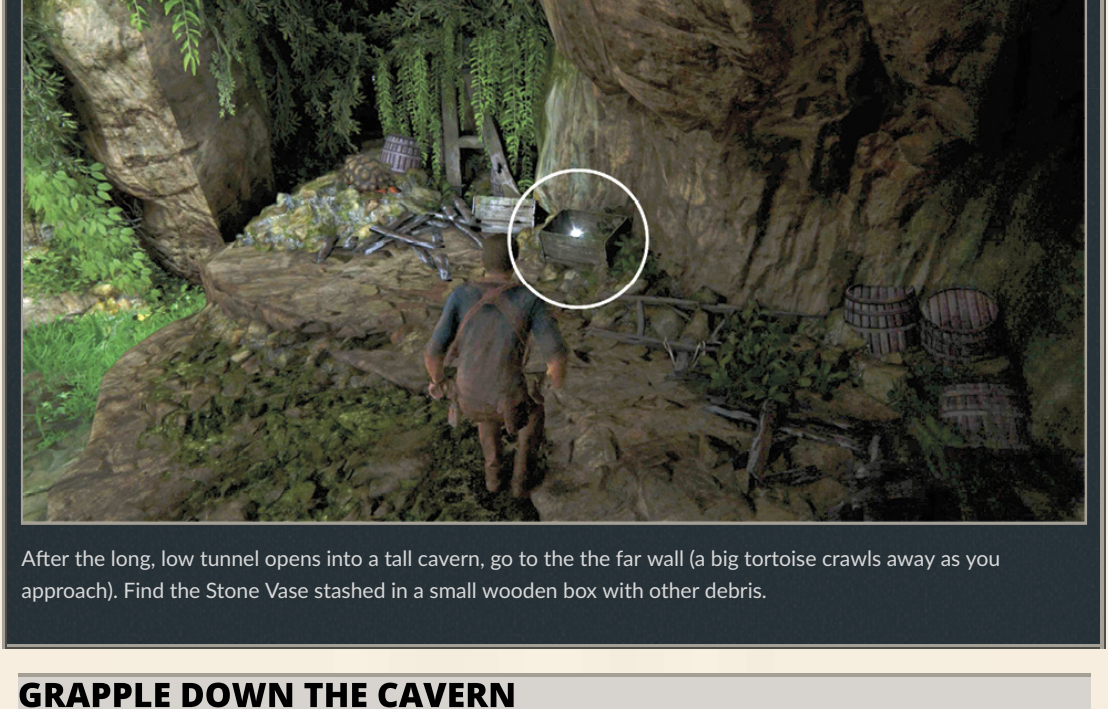
Climb to the highest handhold and shimmy leftward as far as you can go. Then press ○ to let go and make a stomach-fluttering drop to catch the edge below **(20)**. Pull up and proceed through the low tunnel.



Keep following the tunnel until it opens into a tall cavern. Don't miss the treasure tucked in a box here. Then go to any section of the porous wall **(21)** and use your piton to climb onto the ledge.

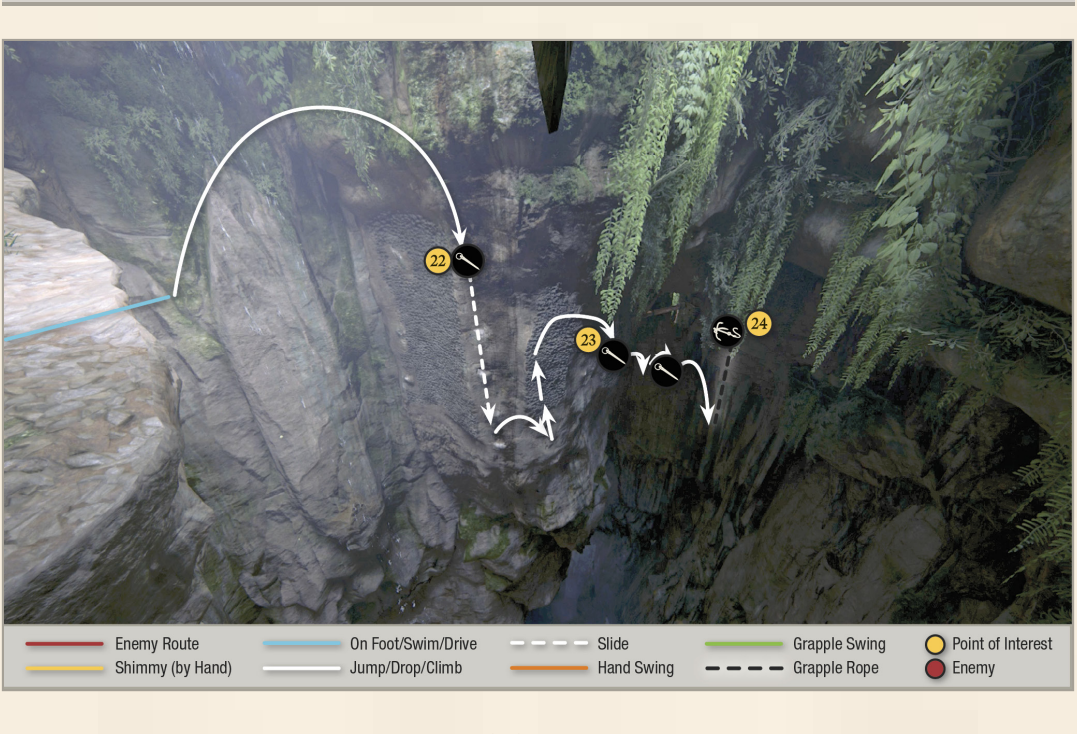


Stone Vase

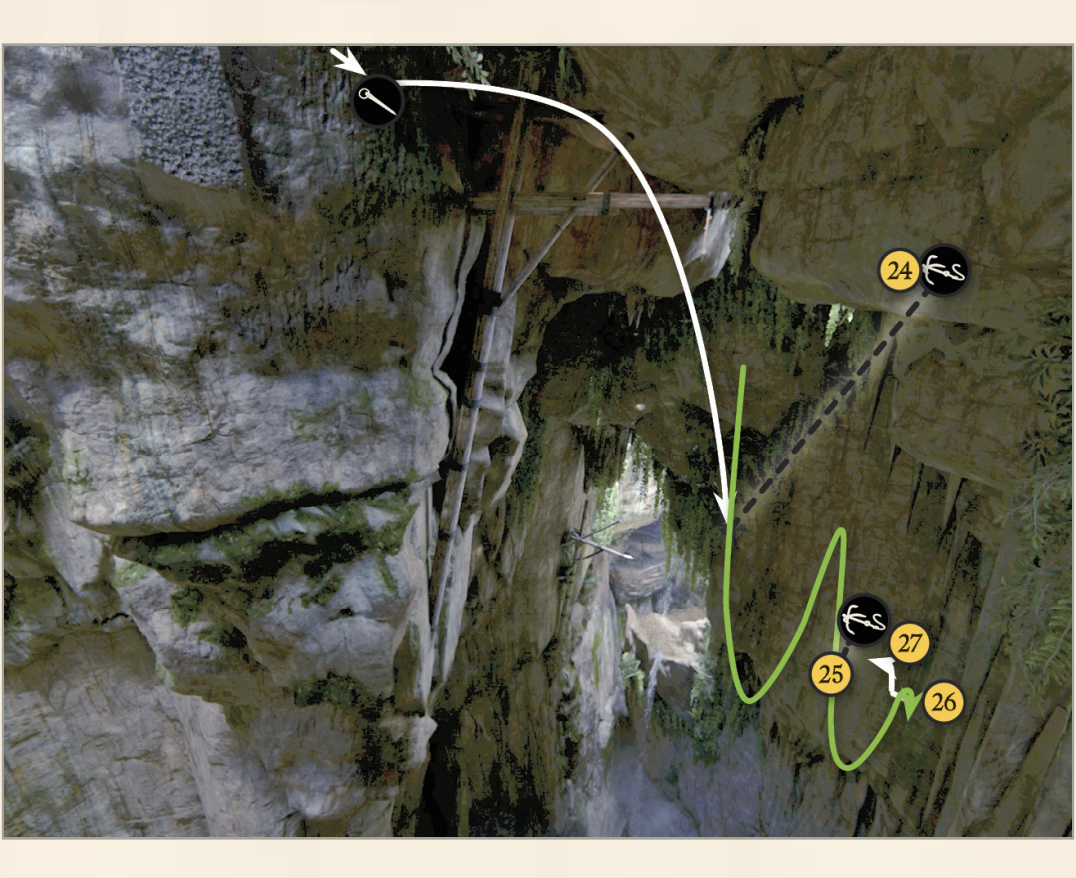


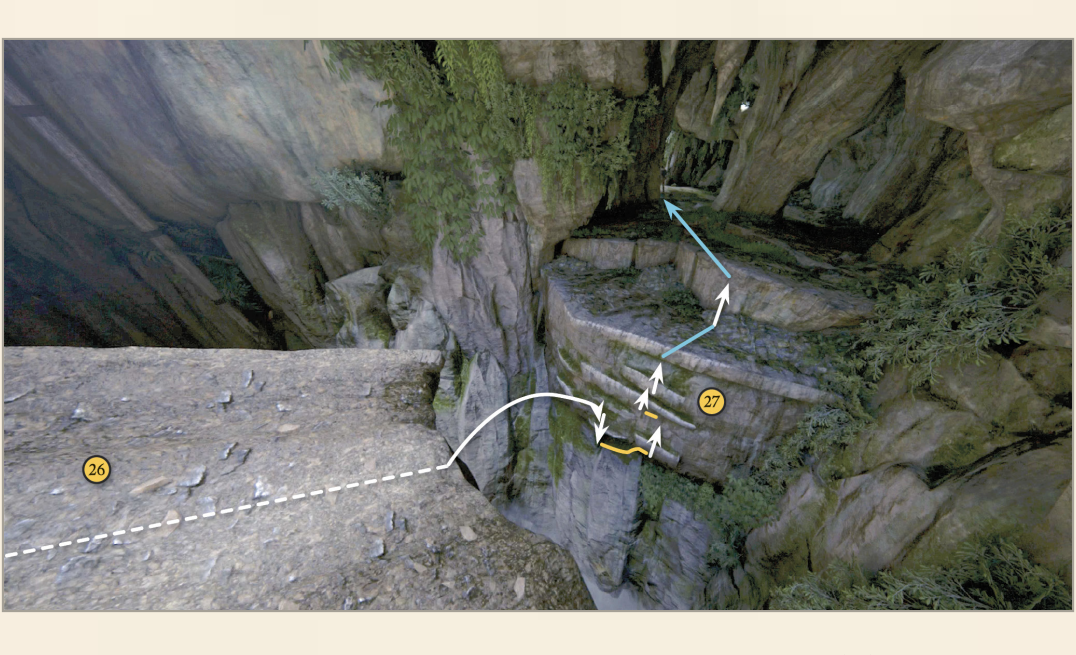
After the long, low tunnel opens into a tall cavern, go to the the far wall (a big tortoise crawls away as you approach). Find the Stone Vase stashed in a small wooden box with other debris.

GRAPPLE DOWN THE CAVERN

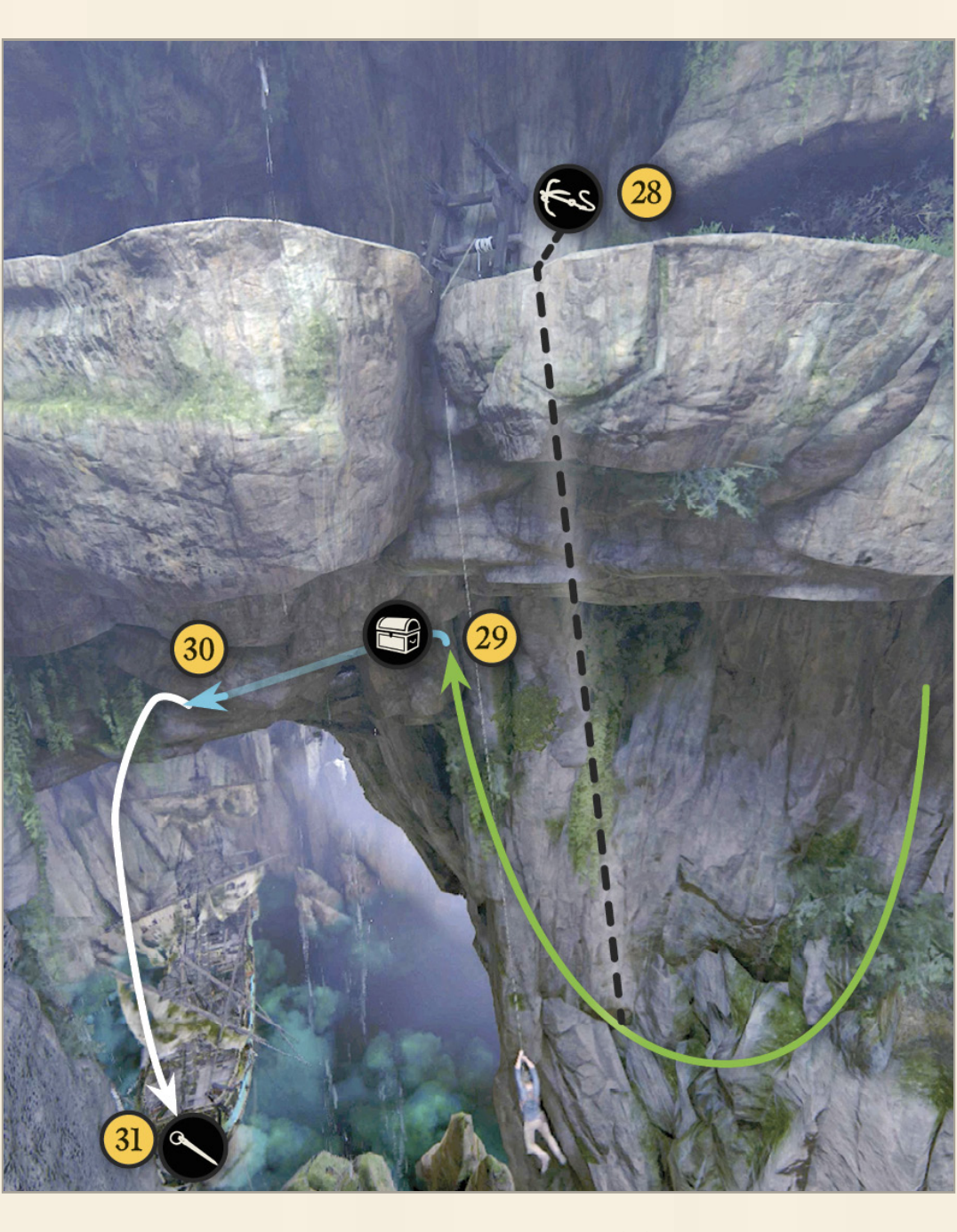


At the next drop-off, you see a tall section of porous rock **(22)** across the gap. Aim toward the right side of that pockmarked section, then jump and ram your piton into the wall as soon as you can. There will be some sliding down the wall due to gravity and velocity. When you stop, you have an option of handholds to the right. Climb to the top handhold and reach to the right again, and leap to jab your piton into the next porous wall **(23)**. Now you can reach over to grab another handhold. From there, reach out and hop rightward then immediately jab the piton into the last section of porous wall. Here you can toss your grapple hook at the pole to your right **(24)**.



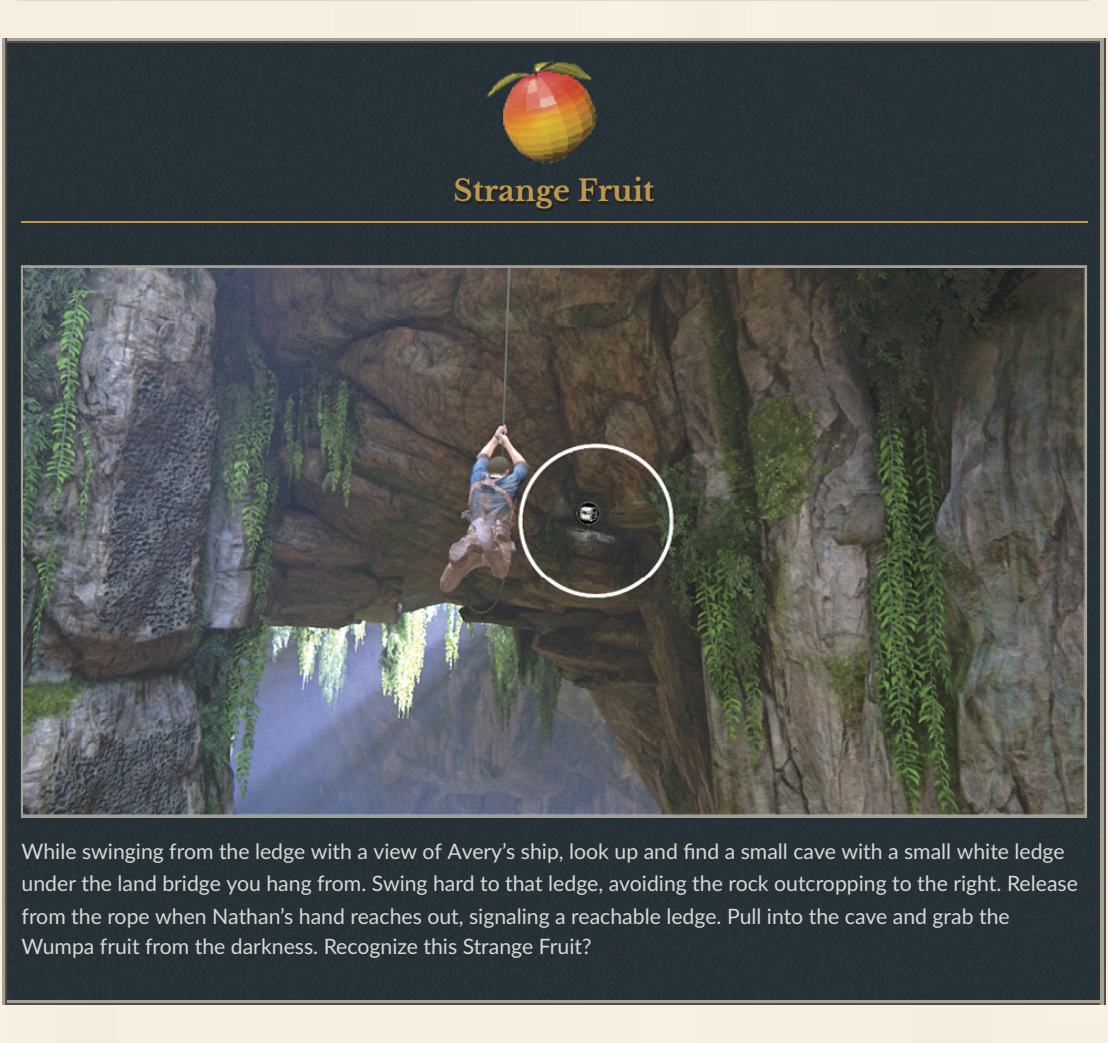


Now comes a tricky double-swing grapple. Swinging from the first pole, jump toward a second pole **(25)** below you. Quickly hit **L1** again to snag the second pole with your hook. Swing and jump onto the short rockslide **(26)** below; at the bottom, leap across to the handholds on the opposite side **(27)**. The one Nathan grabs breaks off, and he barely catches the bottom hold. Slide rightward then work your way up the ledges and proceed through the next cave opening.



Now get ready for a chill. Attach your grapple hook to the old broken winch frame **(28)** and step off the next cliff. Hang there and look down at a spectacular sight—Henry Avery's ship, the *Fancy*, moored below! Before you swing, drop and puncture the porous wall to your left; there's a treasure in a small hidden cave **(29)** under the land bridge where your rope is attached.

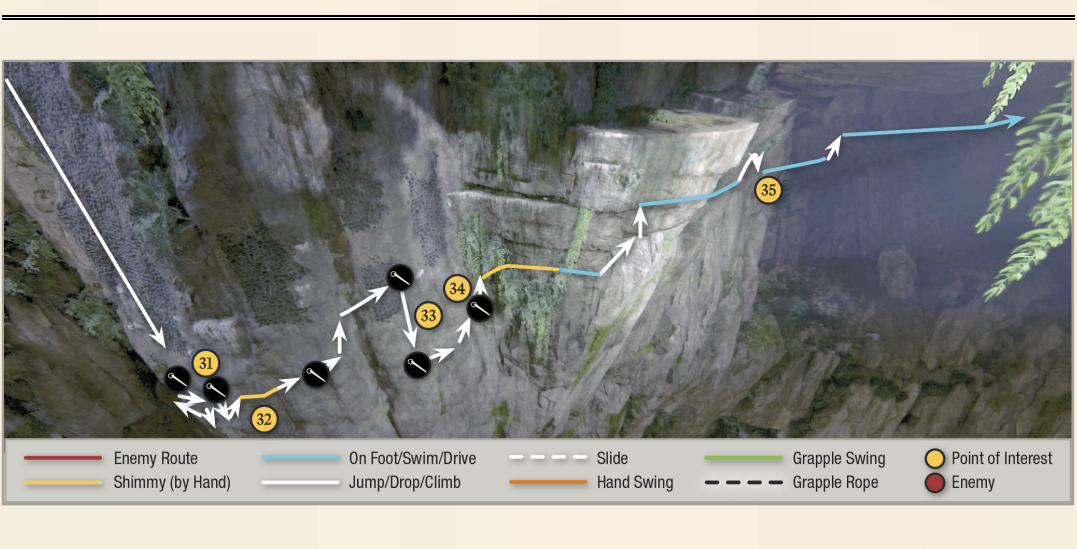
Strange Fruit



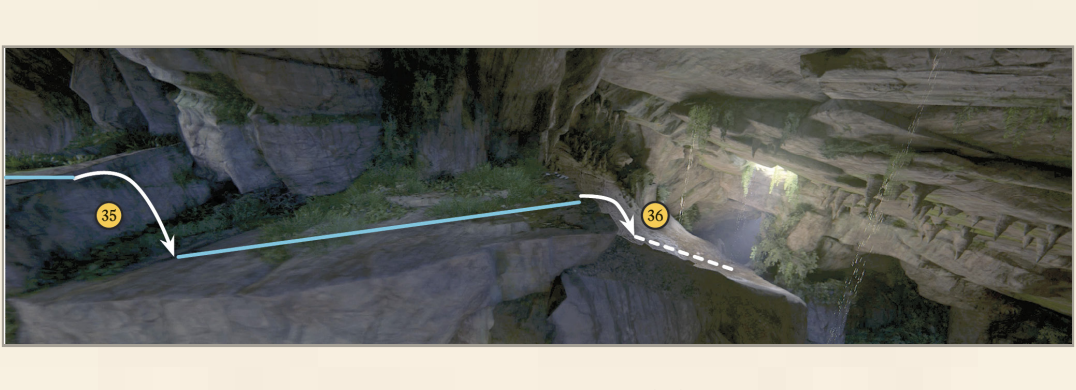
While swinging from the ledge with a view of Avery's ship, look up and find a small cave with a small white ledge under the land bridge you hang from. Swing hard to that ledge, avoiding the rock outcropping to the right. Release from the rope when Nathan's hand reaches out, signaling a reachable ledge. Pull into the cave and grab the Wumpa fruit from the darkness. Recognize this Strange Fruit?

Trophy: Relic Finder

You receive the "Relic Finder" trophy for collecting all three "strange" treasures, the final one being the Strange Fruit (Wumpa fruit) collected in the cave where Avery's ship is located. The first strange treasure was the Strange Pendant (Firefly Pendant) in Those Who Prove Worthy, and the second one was the Strange Relic (Precursor Orb) in Chapter 12, At Sea.

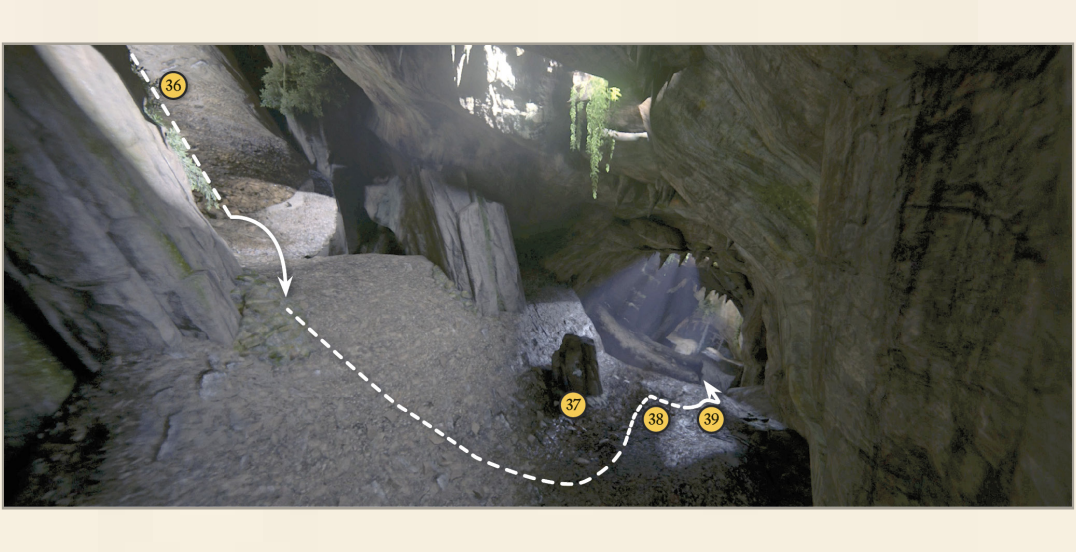


After collecting the treasure from the hidden cave, head to the far end of the cave and jump from the exit **(30)** to the porous wall **(31)** below, jamming your piton into the second section below the first (you will not be able to reach the first section when exiting from the cave). Reach the nearby grip point and then drop to the lowest one to continue. Reach out as far as you can to the left and punch the piton into the porous wall, and then reach out again to the left and grab the white-lined rock grip. Move to the longer rock **(32)** where you need to shimmy further left to reach the next porous wall section.



Work your way rightward along the ledge and the porous walls. At one point **(33)** you face a scary drop to a lower section of porous wall; be quick with the piton here! Reach for the handhold to the right. And then comes another tricky stab—jump rightward and *upward* **(34)** as far as you can to make your last piton placement. From there you can shimmy and reach and hop to the ledge where you can stand and traverse rightward until you can climb to the platform. Hop across the next gap **(35)** and continue on to the long rockslide **(36)**.

Rockslide



Hop on the slide and ride. When you reach the boulder **(37)**, curve tightly around the right side of it and get ready to punch ✕ to jump across a gap **(38)**. The slide continues! Veer rightward now and jump across the next gap **(39)** onto a smaller slide section. Continue downhill and jump either to the small platform on the right **(40)** or the bigger one on the left **(41)**. When you reach the end of the slide on either one, jump and toss your grapple hook to snag the wooden frame above **(42)**. This triggers a quick scene: The frame breaks apart and Nathan plunges into the water below **(43)**.

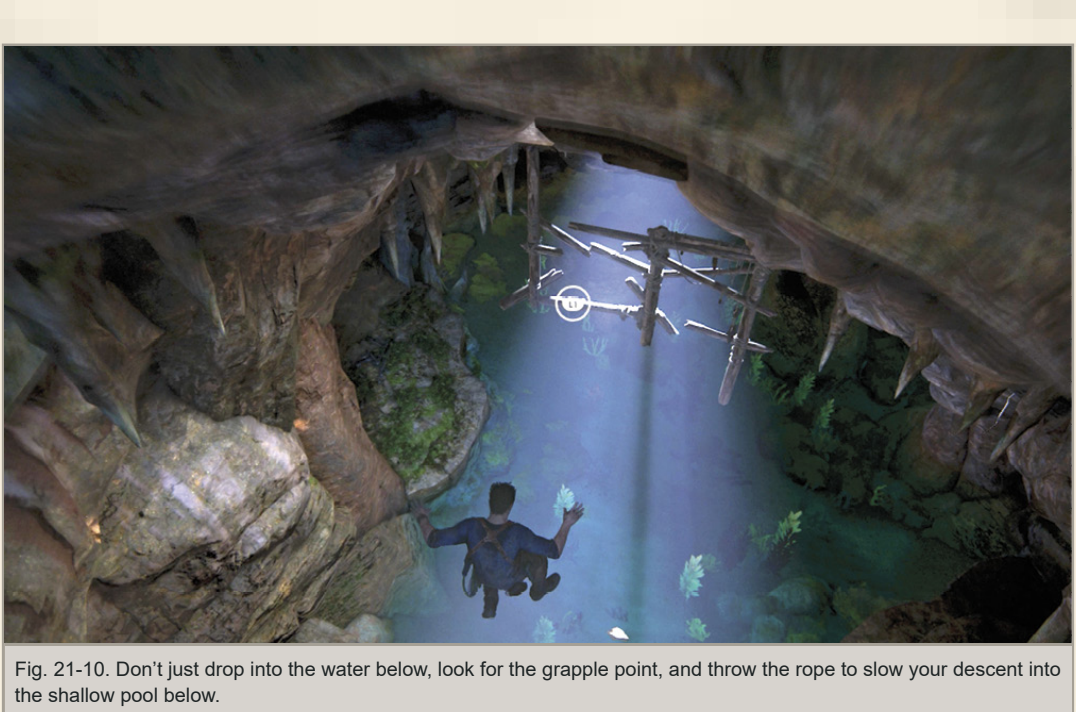
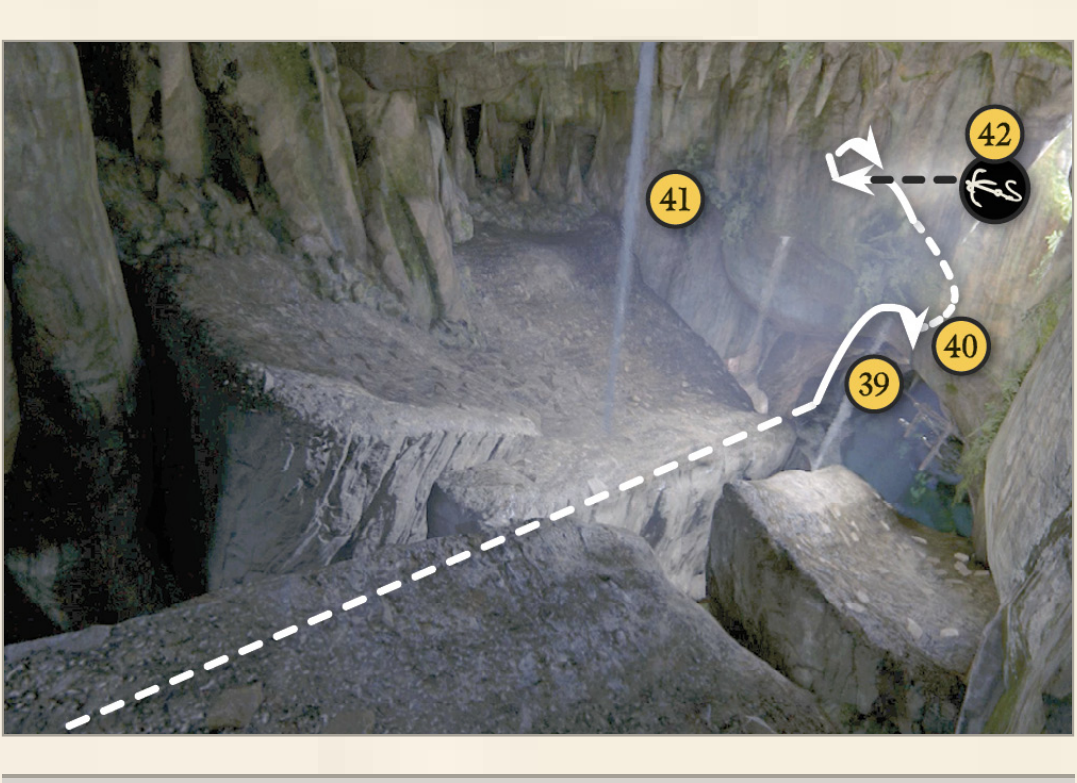
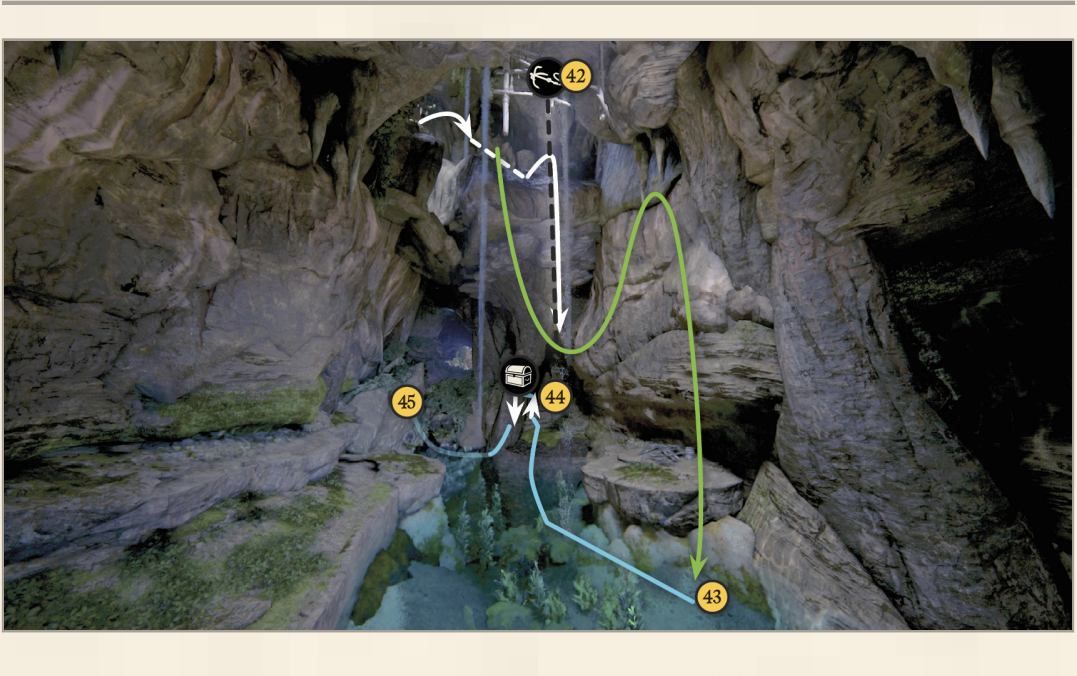


Fig. 21-10. Don't just drop into the water below, look for the grapple point, and throw the rope to slow your descent into the shallow pool below.

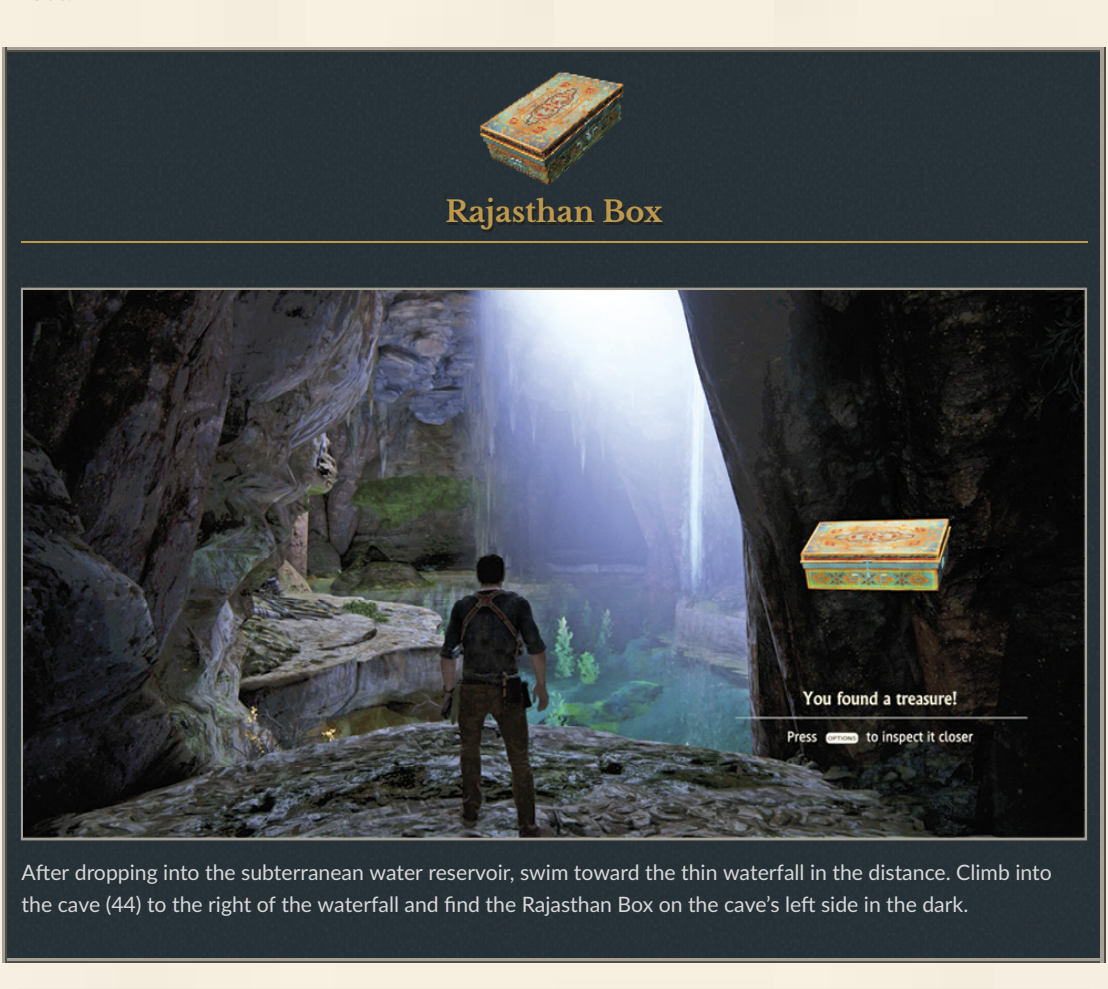


SWIM TO THE *FANCY*

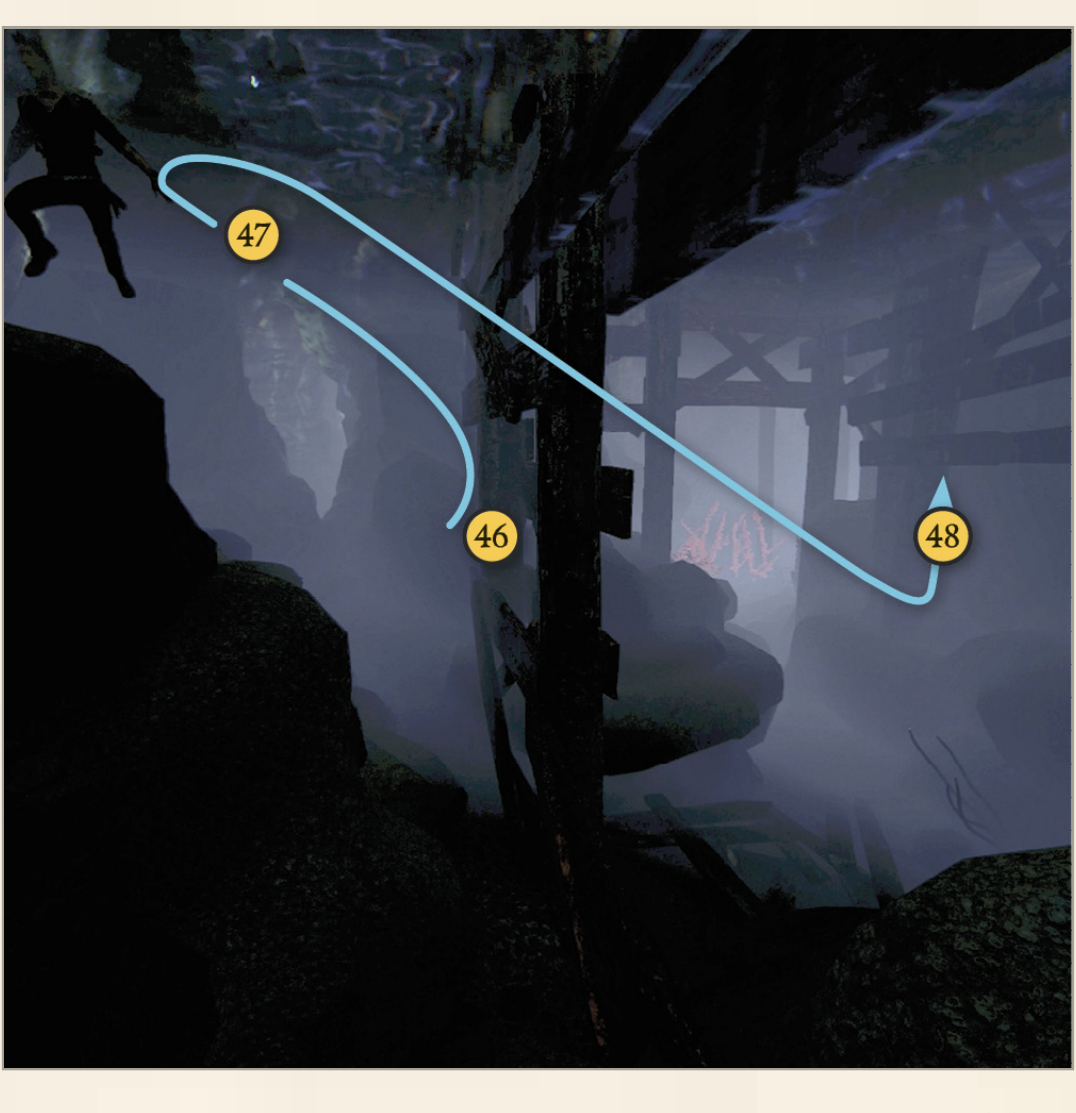


Swim back towards the waterfalls and pull yourself out of the water and into a cave **(44)** on the right side to find a treasure inside.

Rajasthan Box



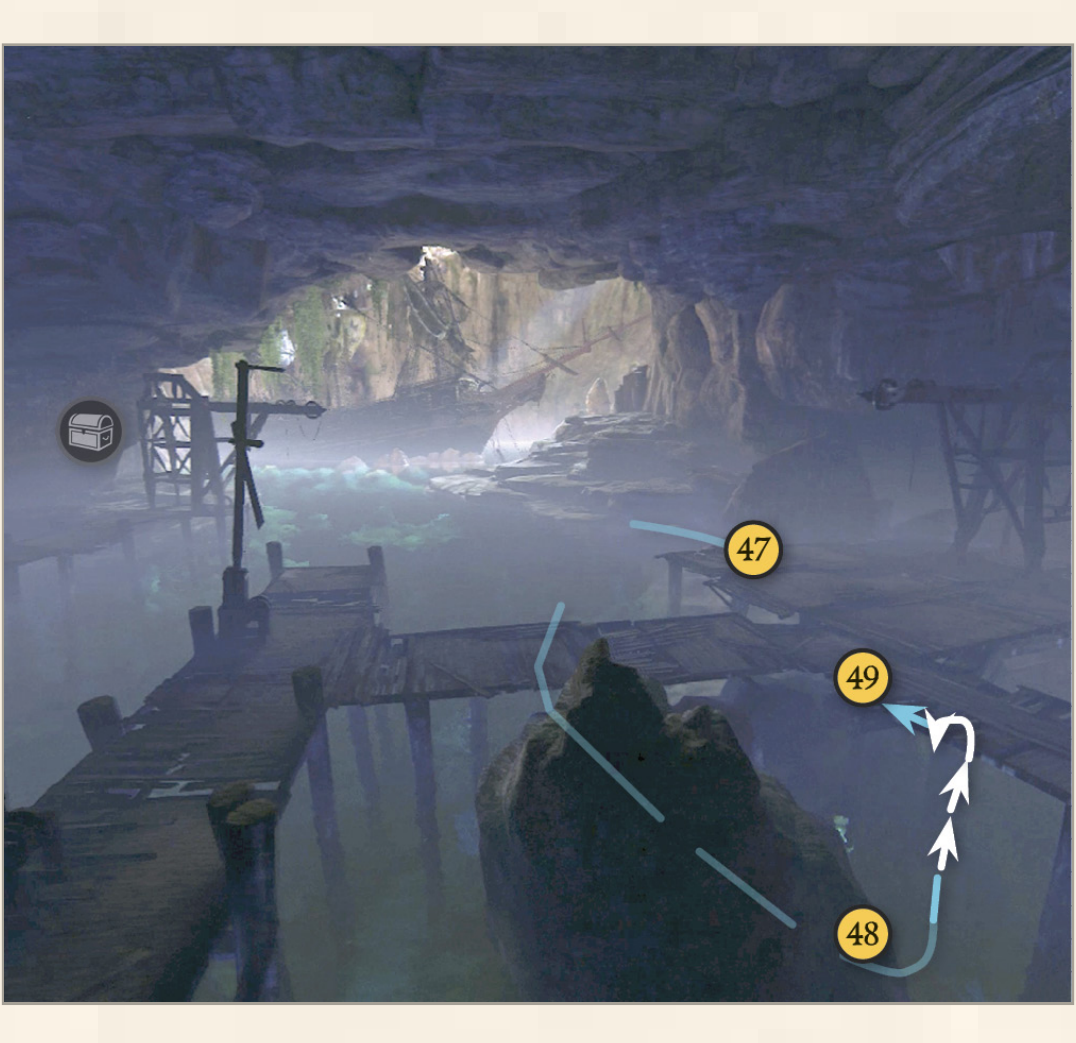
After dropping into the subterranean water reservoir, swim toward the thin waterfall in the distance. Climb into the cave (44) to the right of the waterfall and find the Rajasthan Box on the cave's left side in the dark.



After nabbing the treasure from the cave, return to the reservoir and find the low, narrow passage through the rocks **(45)**. Dive slightly to get through it into a water-filled chamber. The only way out is underwater, so turn right and swim around the rock jutting from the pool to find another low passage **(46)**. Dive down to swim through the narrow fissure.

Fig. 21-12. The exit from the first water-filled cave is to swim to the back of the room and dive.

You enter **(47)** a darkened chamber. Surface to trigger a long cutscene: Nathan emerges underneath a dock. Directly above him, Nadine Ross and Rafe Adler discuss the pros and cons of boarding a pirate ship likely bristling with insidious traps. Nathan learns one good piece of news: Sam has acquired a boat.



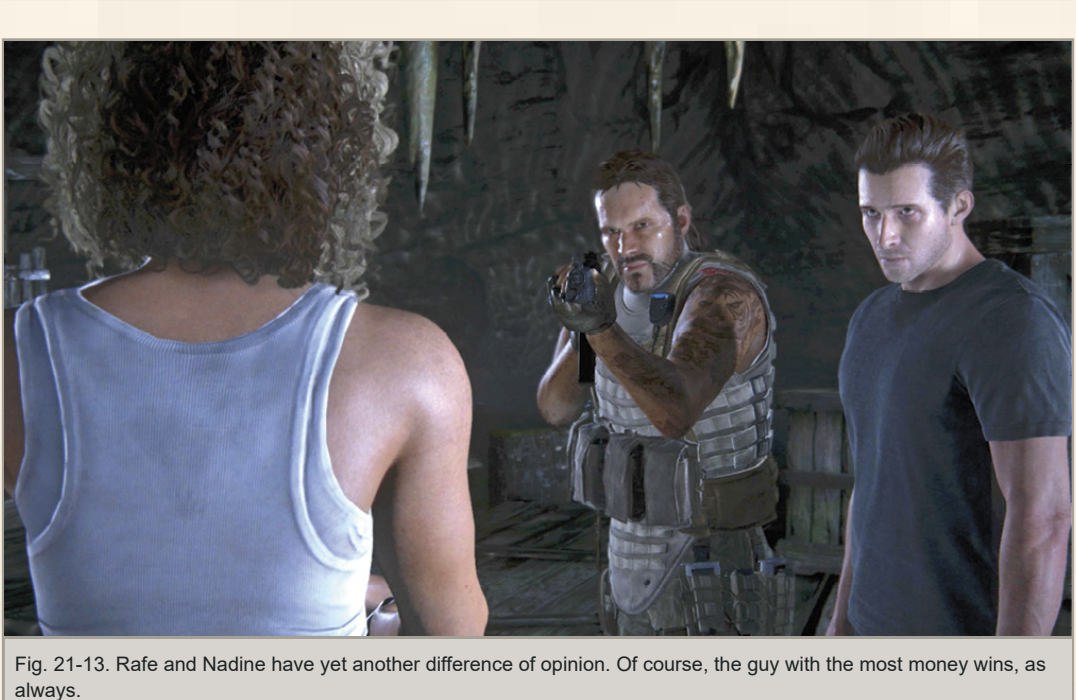


Fig. 21-13. Rafe and Nadine have yet another difference of opinion. Of course, the guy with the most money wins, as always.

When control returns **(47)**, dive down, swim through the opening in the vertical supports, and veer left toward the patch of waving underwater flora **(48)**. When you reach them, kick up to the surface. Swim to the end of the dock and climb the horizontal beams **(49)**.

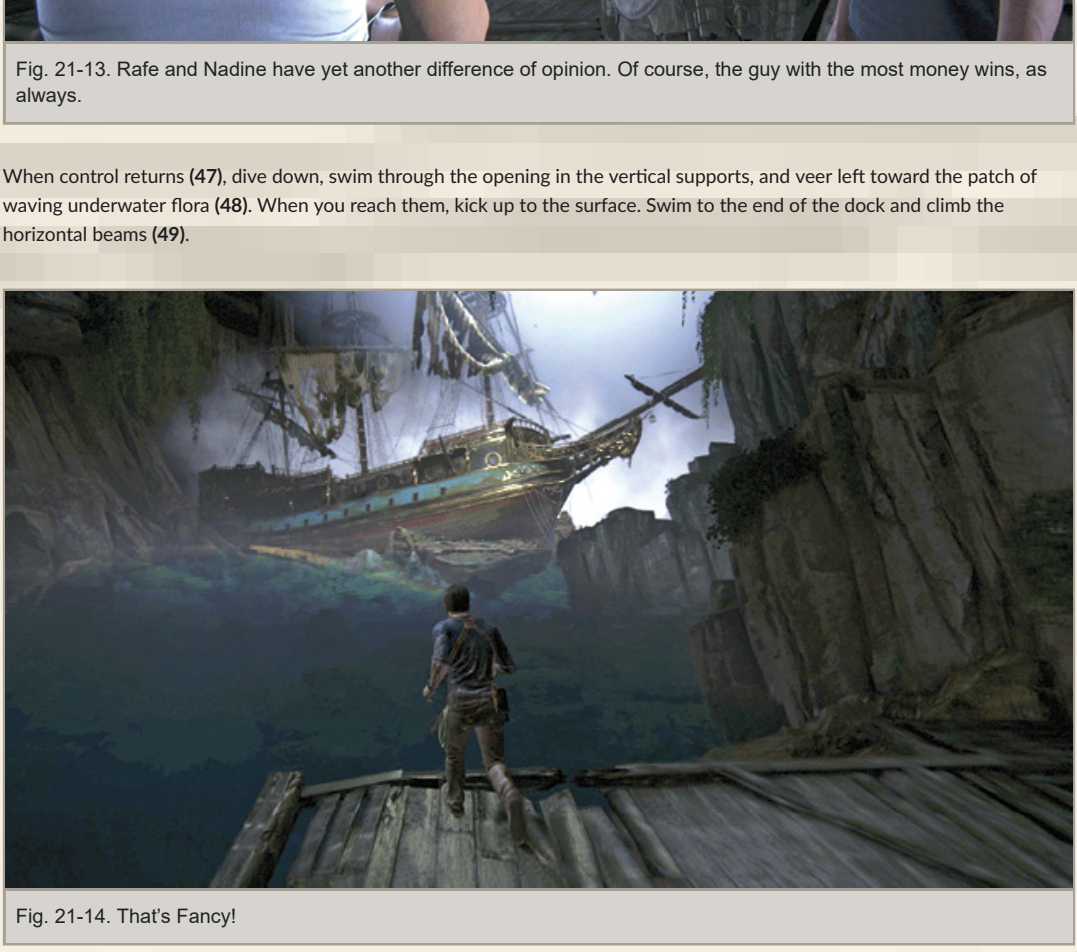
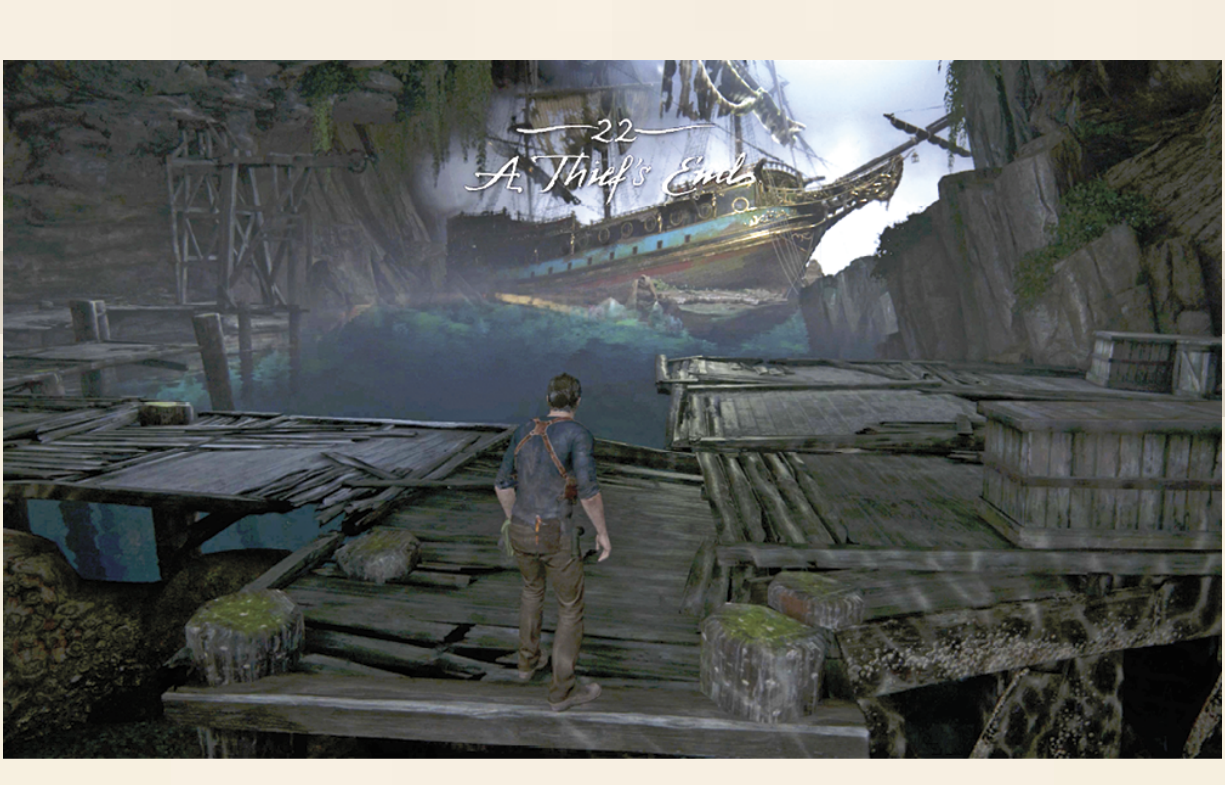


Fig. 21-14. That's Fancy!

Story Walkthrough

Chapter 22: A Thief's End

This is it—the finale chapter. It's been a long road, and Avery's treasure is now within Nathan's reach. But Rafe, Nadine, and their Shoreline minions will not give it up easily.



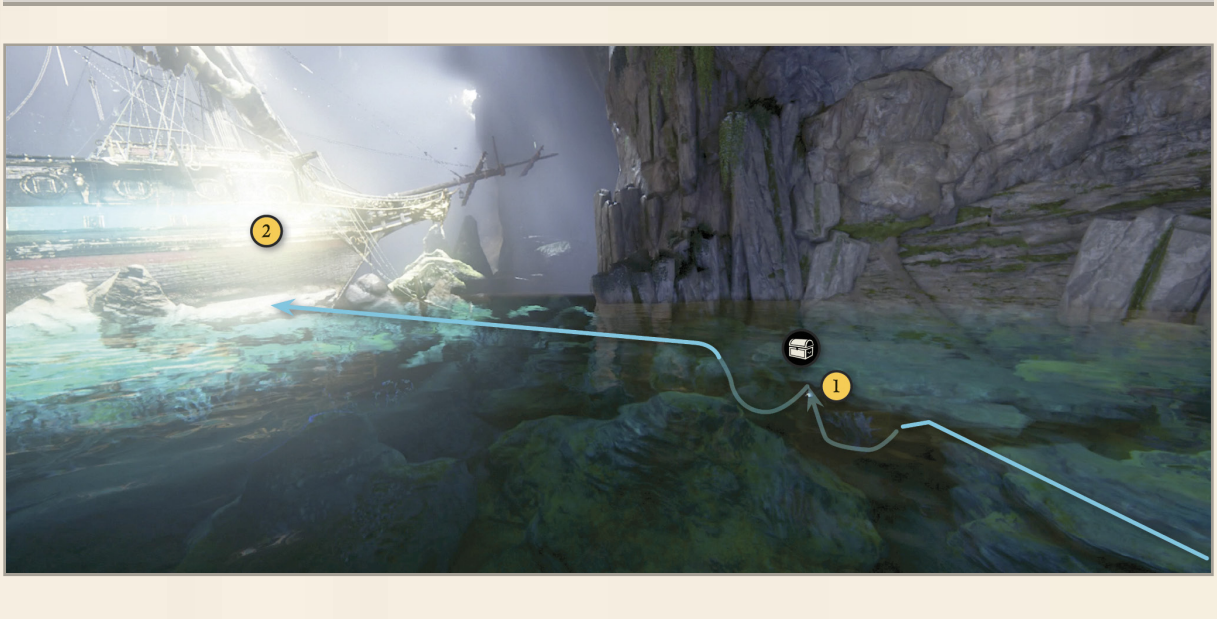
Collectibles

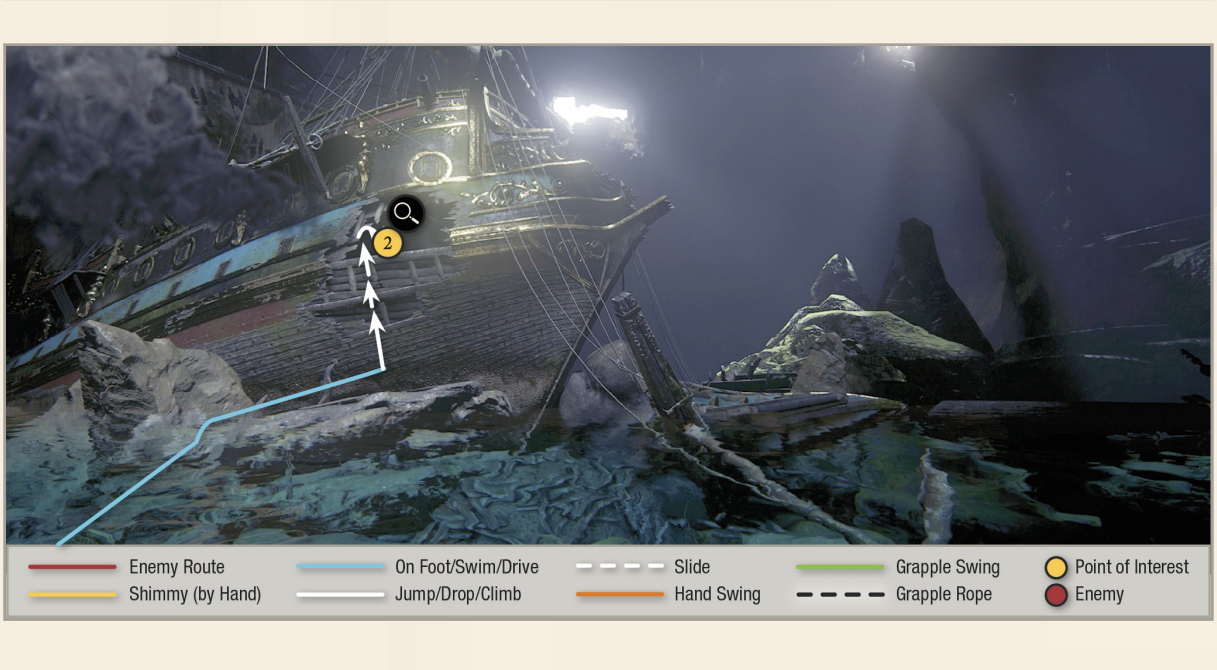
Treasures: 1

Chapter Specific Trophies: "Treasure Master," "I Accidentally All the Guns," and "Swordmaster"

New Weapon: Cutlass

GET ABOARD THE *FANCY*

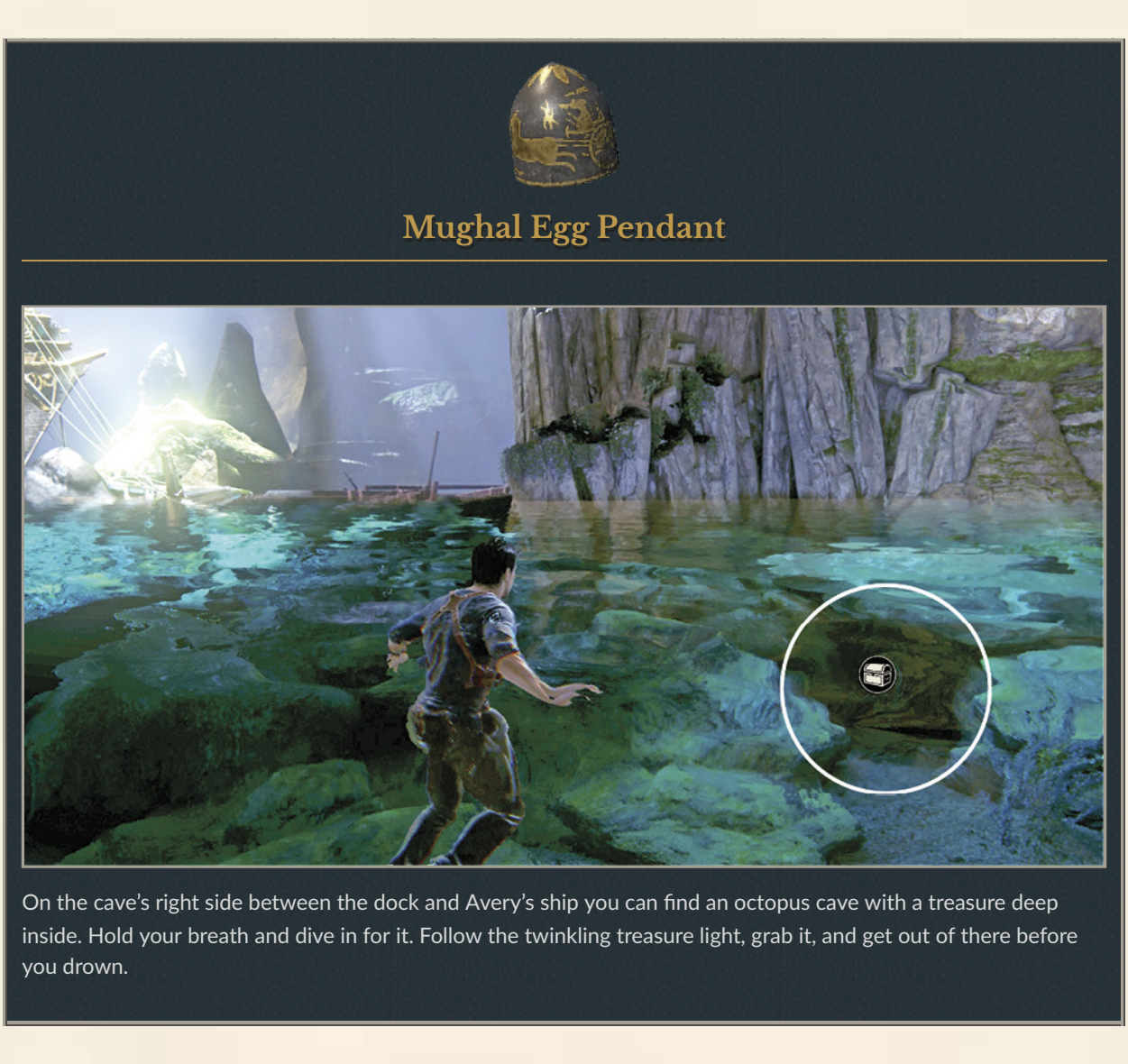




Before you try to board the captain's flagship, you can pick up a treasure **(1)** in the lagoon. Then swim to the *Fancy*'s bow. As you approach, one of Avery's traps blasts a hole in the hull **(2)** and sends the entire bowsprit into the water below. Swim to the rocks underneath the hole and climb the side of the ship to enter through the hole. Just inside you see a dead body, but luckily it is a Shoreline guard's and not Sam's.

Fig. 22-3. Dead body—not Sam's! Continue the search.

Mughal Egg Pendant

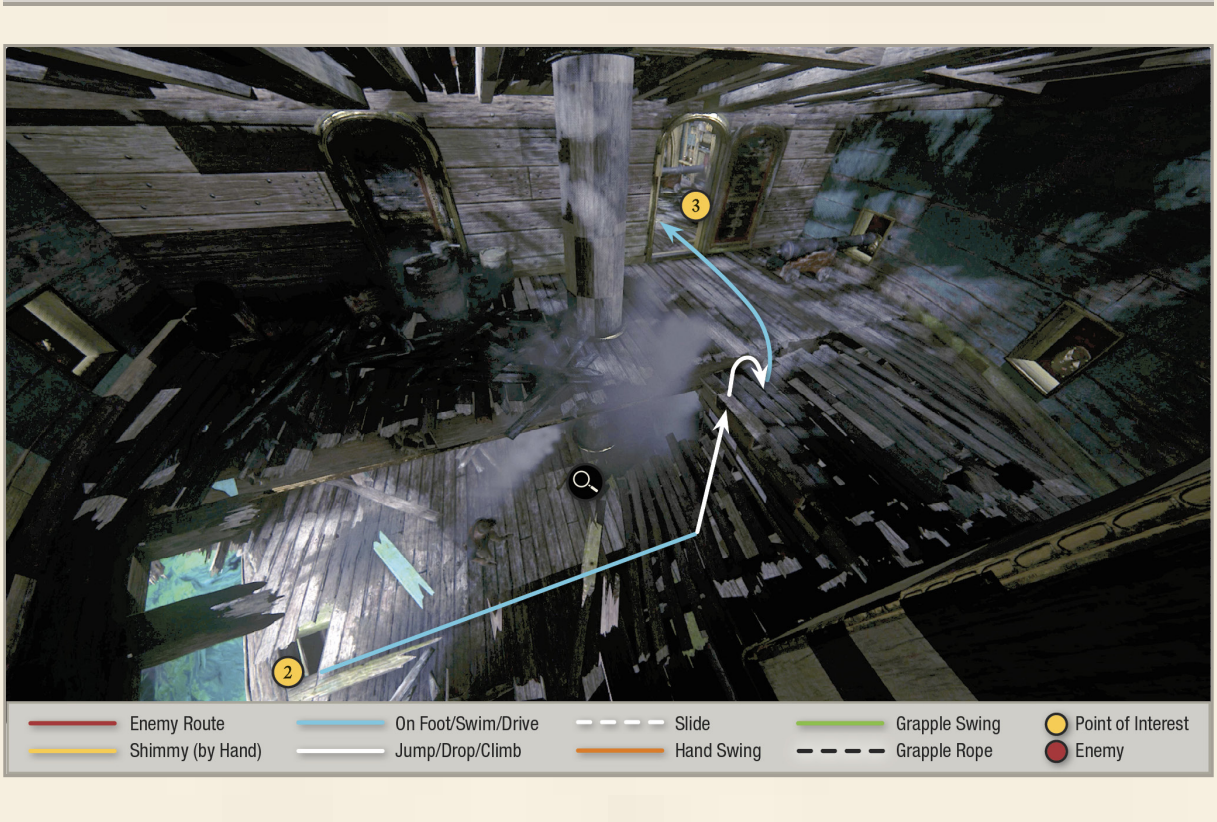


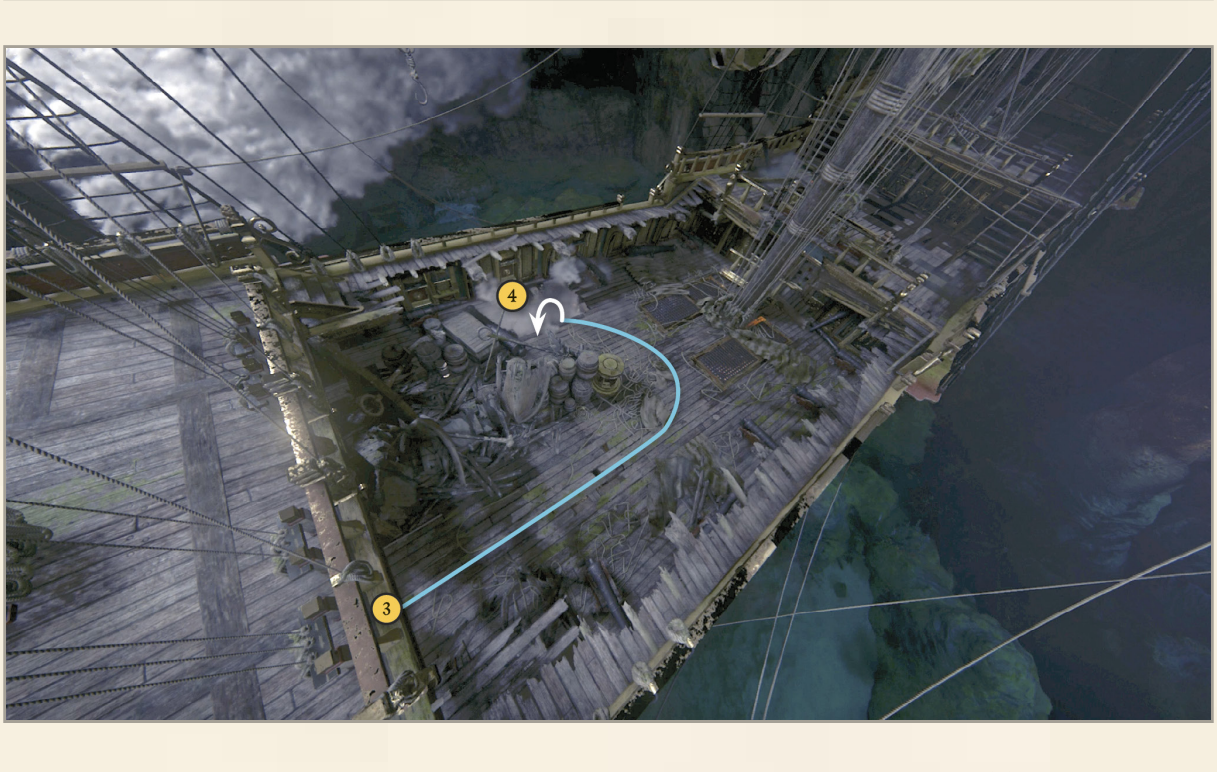
On the cave's right side between the dock and Avery's ship you can find an octopus cave with a treasure deep inside. Hold your breath and dive in for it. Follow the twinkling treasure light, grab it, and get out of there before you drown.

TREASURE MASTER

The Mughal Egg Pendant was the final treasure in the game. If you collected them all, you receive the "Treasure Master" trophy immediately after collecting it from the octopus cave. Congratulations!

FIND SAM





Inside, examine the Shoreline guard and then climb the collapsed deck section and go through the door **(3)** onto the main deck. Cross the deck and hop down through the blown hole **(4)**. Then walk around the breathtaking piles of treasure on the floor and push open the marked hatch **(5)** to trigger a cutscene: Nathan finds Rafe coming into view through a cloud of smoke, and then he finds Sam, unconscious and trapped under a fallen beam. And then, he finds Nadine too….

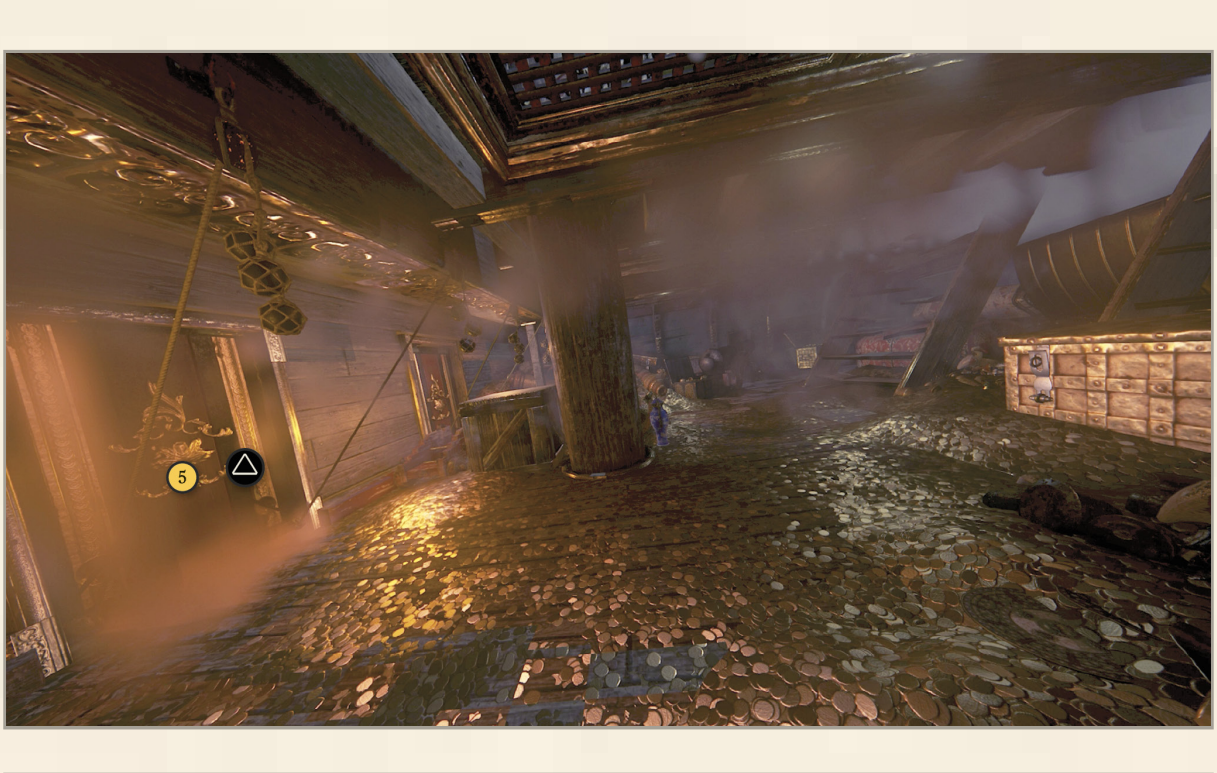


Fig. 22-5. Where there's smoke…there's Rafe?

Fig. 22-6. Looks like the end for somebody…or maybe everybody.

DEFEAT RAFE!

Phase 1

Time for a classic sword fight! Nathan starts out swordless, so all you can do at first is dodge Rafe's slashes. Button icons appear onscreen to help you out. Tap △ to dodge Rafe's attacks from the left, and tap ○ to dodge his attacks from the right. Rafe's attack pattern is not random in this first phase, so we can get you off to a great start. Just remember in the following phases that there is plenty of time to react with the appropriate dodges when watching the direction Rafe's attacks are coming from. In this first stage, the dodge combination alternates from one side to the other without any tricky, same-side dodge repeats like you will find in later stages.

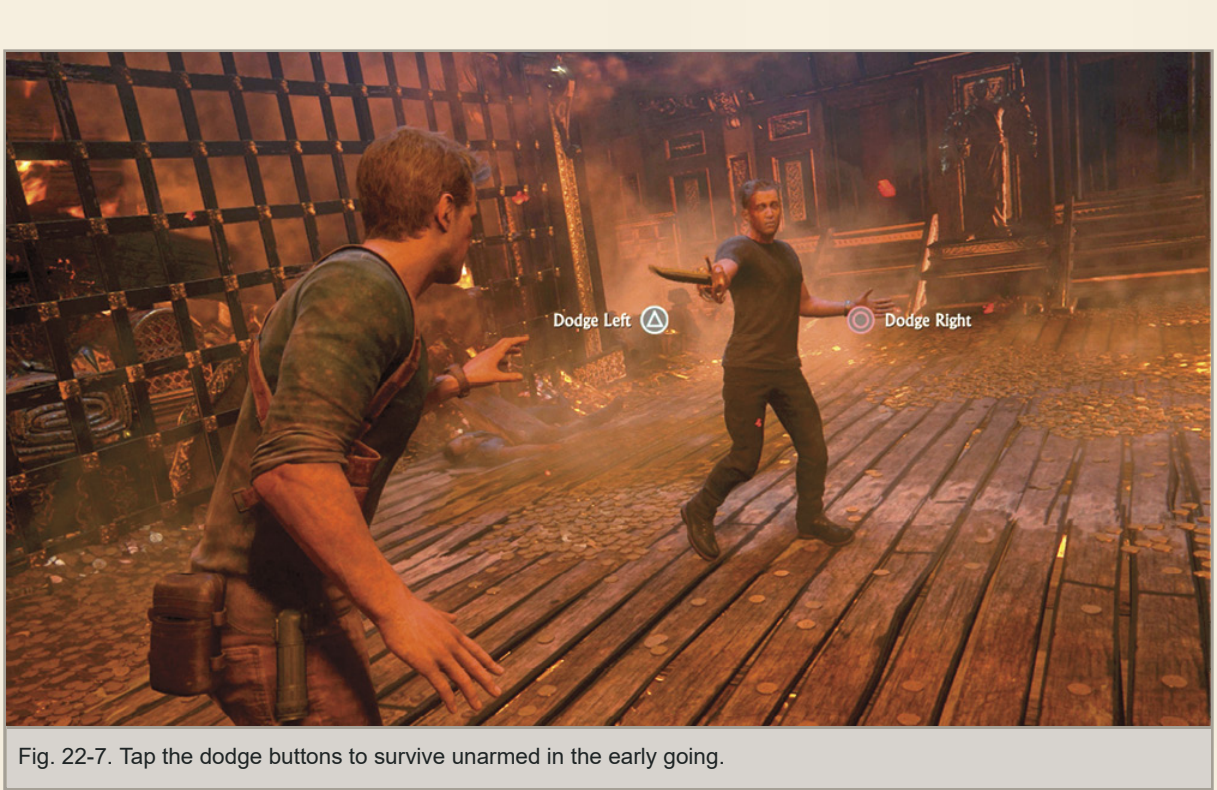


Fig. 22-7. Tap the dodge buttons to survive unarmed in the early going.

RAFE'S RIGHT SWING

Rafe is right-handed; holding his sword in his right hand. When he swings overhead this means he is attacking with a right sword swing. He will also bring his arm straight back to the right for a jabbing style attack. You avoid these by pressing the △ to dodge left. Nathan steps back throwing his left arm into the air for a successful dodge.

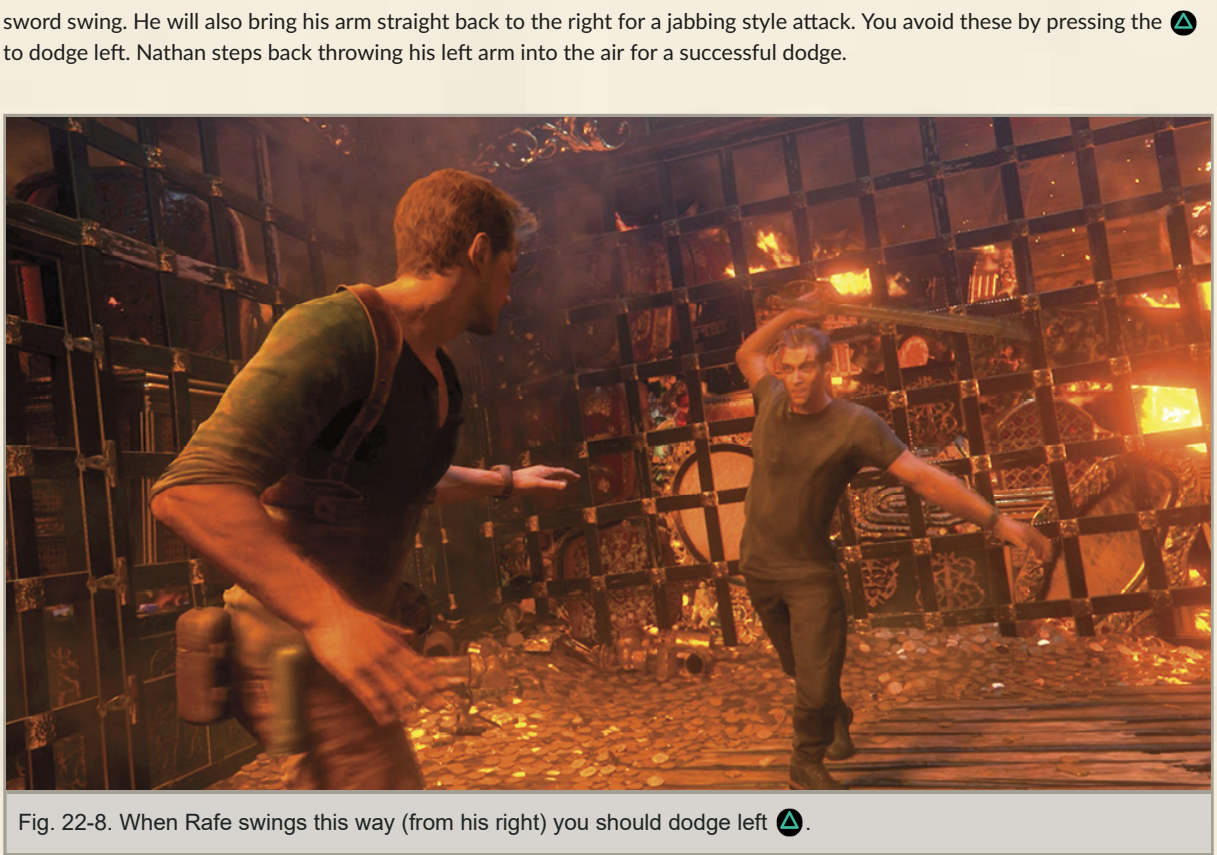


Fig. 22-8. When Rafe swings this way (from his right) you should dodge left △.

RAFE'S LEFT SWING

When Rafe attacks from the left, which requires you to perform a dodge right move ○, you will see Rafe cross his arms bringing his arm back over his left shoulder to perform a swing from his left side. Nathan dodges this by stepping back and throwing both arms up into the air.

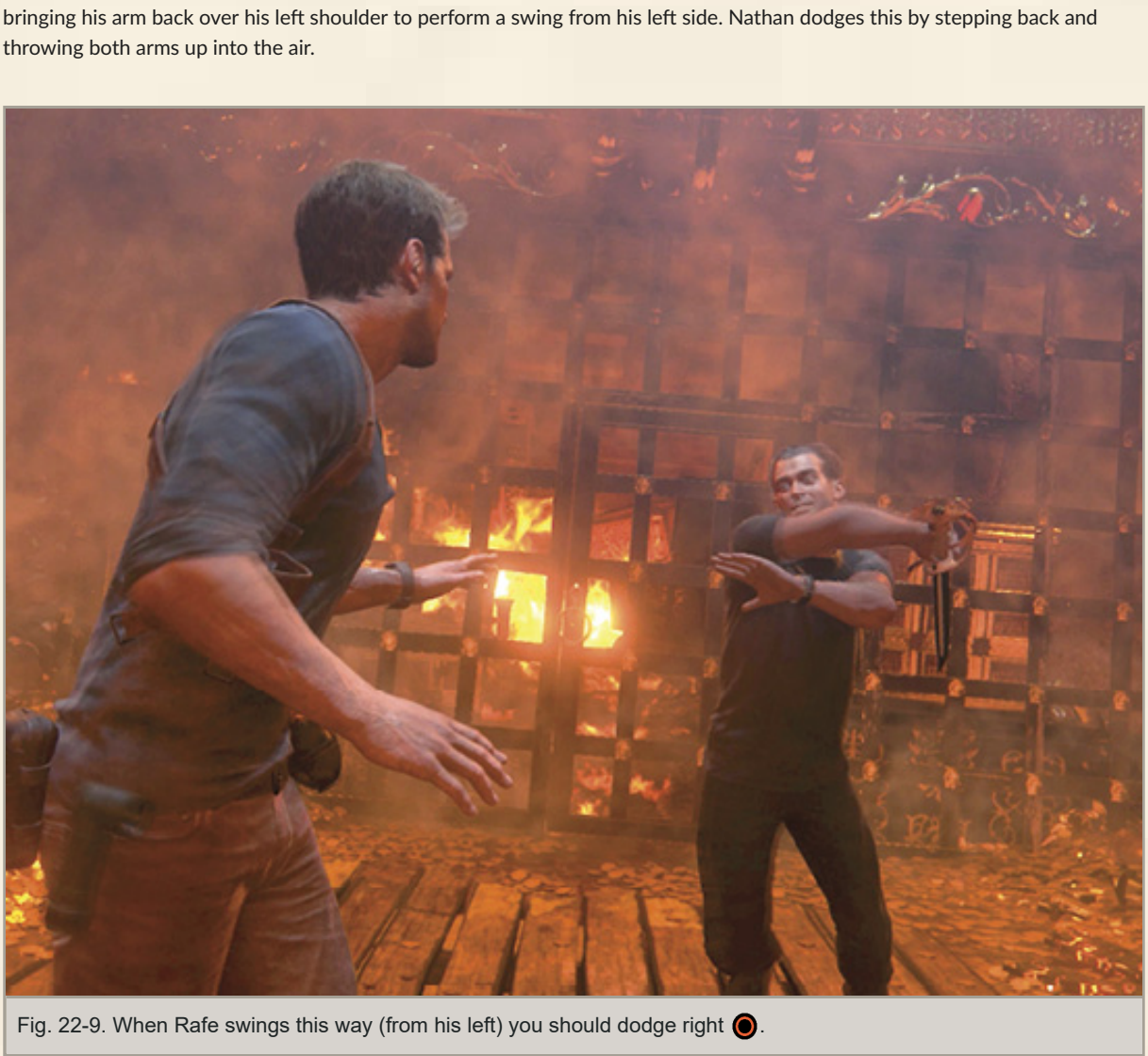


Fig. 22-9. When Rafe swings this way (from his left) you should dodge right ○.

Here is the winning combination for the first attack phase: △, ○, △, ○, △, ○, △.

END OF PHASE 1: PINNED

Once you successfully dodge Rafe's attacks several times, you trigger a weapon struggle sequence where Nathan ends up pinned to the floor. Tap △ rapidly to break it in your favor, and then press △ to pull the **New Weapon**, the **Cutlass** (sword) from the pirate captain's corpse in the foreground. Now you've got a true swordfight on your hands, using the swords of Avery and Tew.

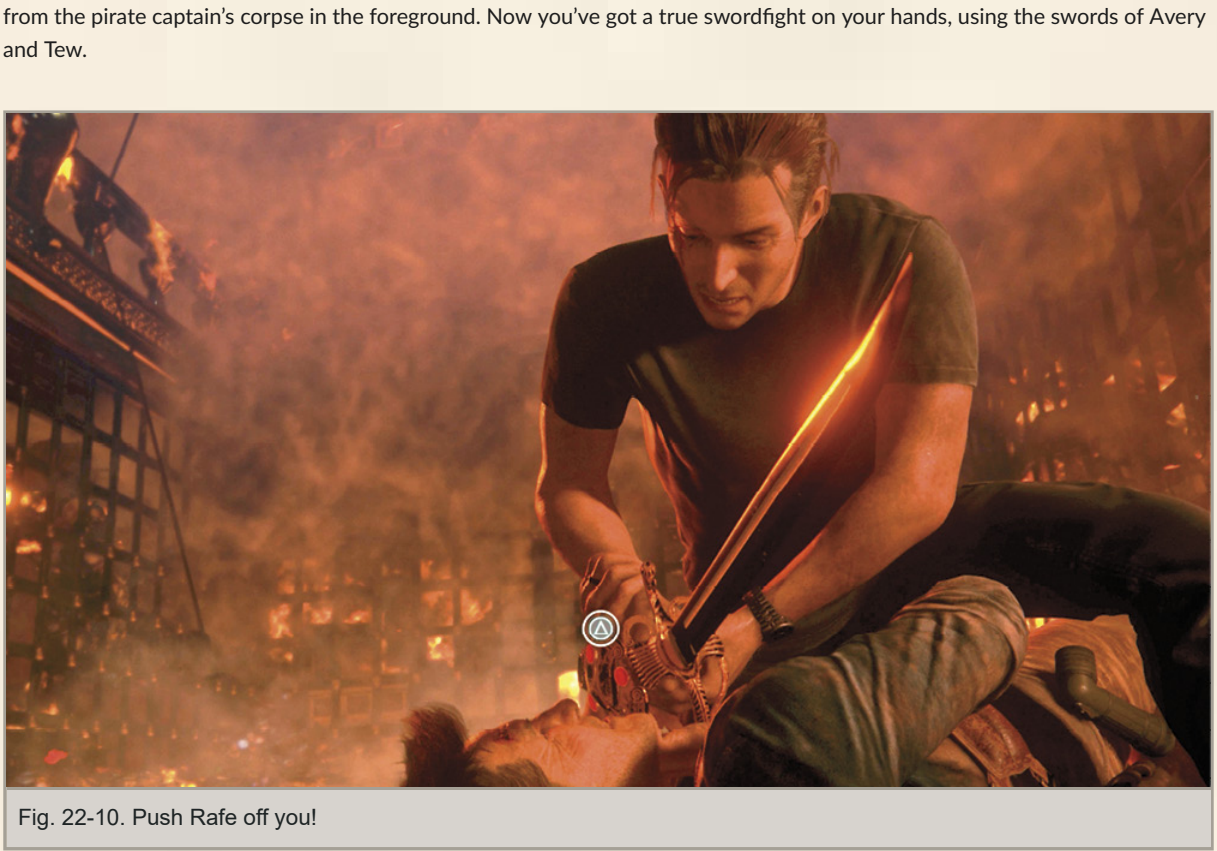


Fig. 22-10. Push Rafe off you!

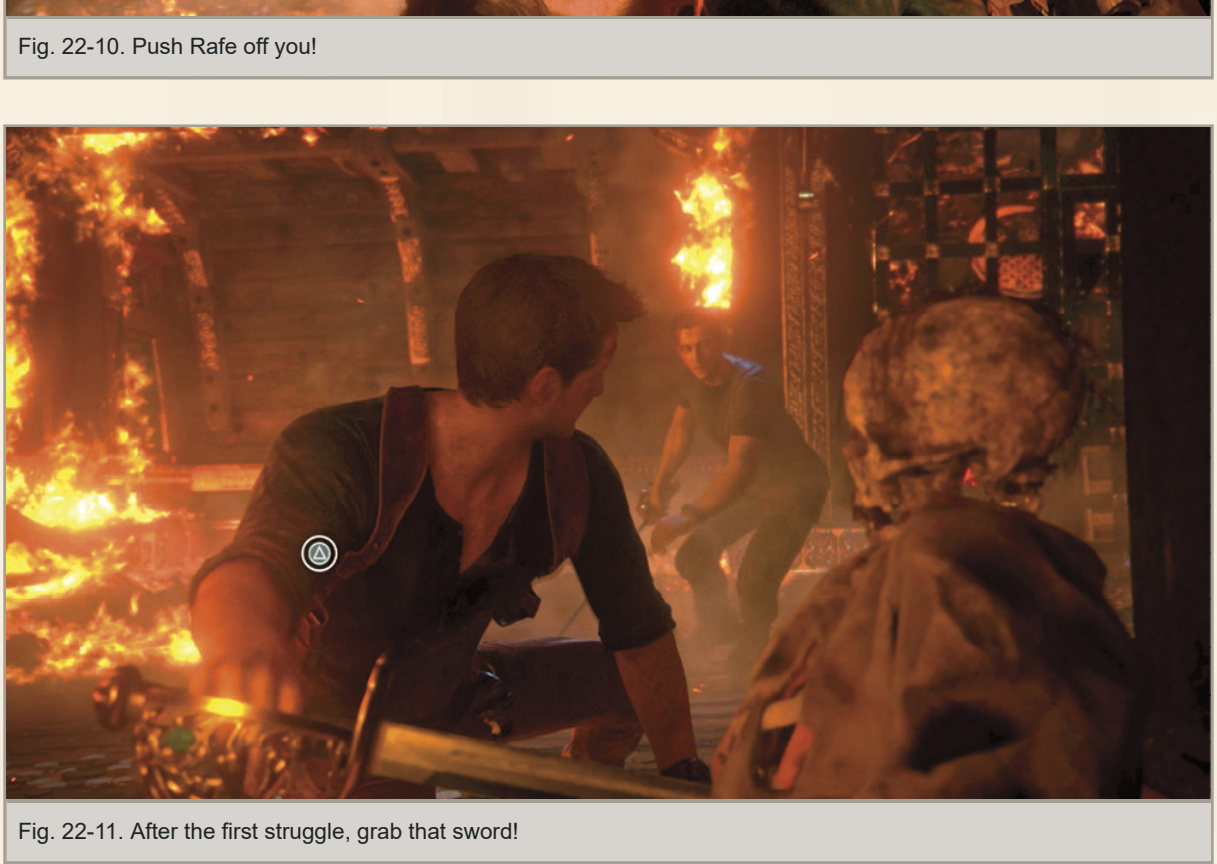


Fig. 22-11. After the first struggle, grab that sword!

SWORDMASTER NOTE

The first phase of the battle is not included in the "Swordmaster" trophy (because you don't have a sword yet). You earn this trophy if you parry Rafe perfectly without getting slashed or stabbed.

Phase 2

Now you can attack Rafe by pressing □ to swing your sword. Tapping △ lets you block Rafe's attacks from the left, and ○ lets you block his attacks from the right. Quickly counter Rafe's slashes with a good slash of your own. When you throw him off balance the first time, you are prompted to tap □ to do some serious damage. Remember to do this even when not prompted. An off-balanced-Rafe-strike-opportunity is awarded from several successful blocks in a row. When you land enough solid hits, you trigger a quick struggle against a cage. Tap △ repeatedly to win the break.

Fig. 22-12. Consecutive blocks send Rafe off-balance. This is your opportunity to strike □. Always try for two punches in a row for a combo strike.

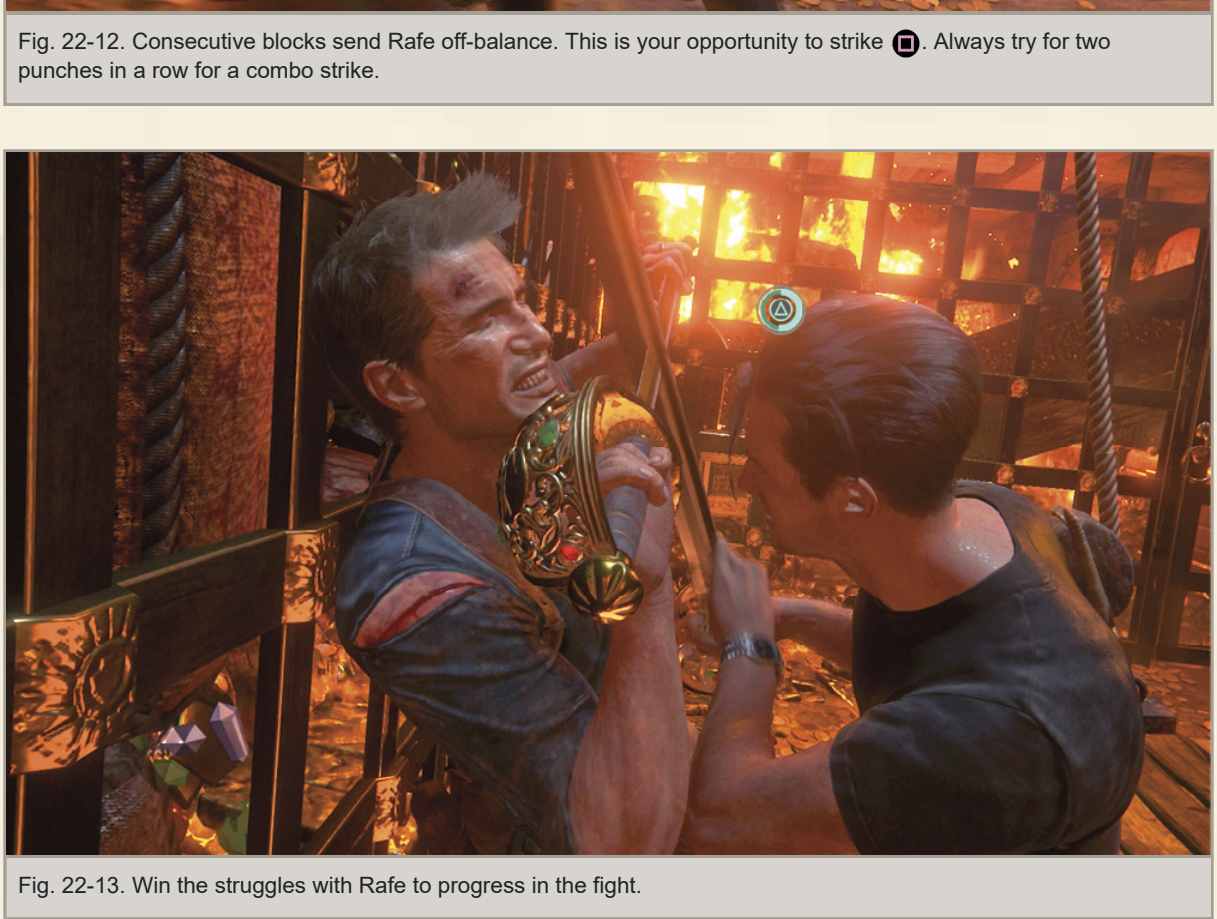
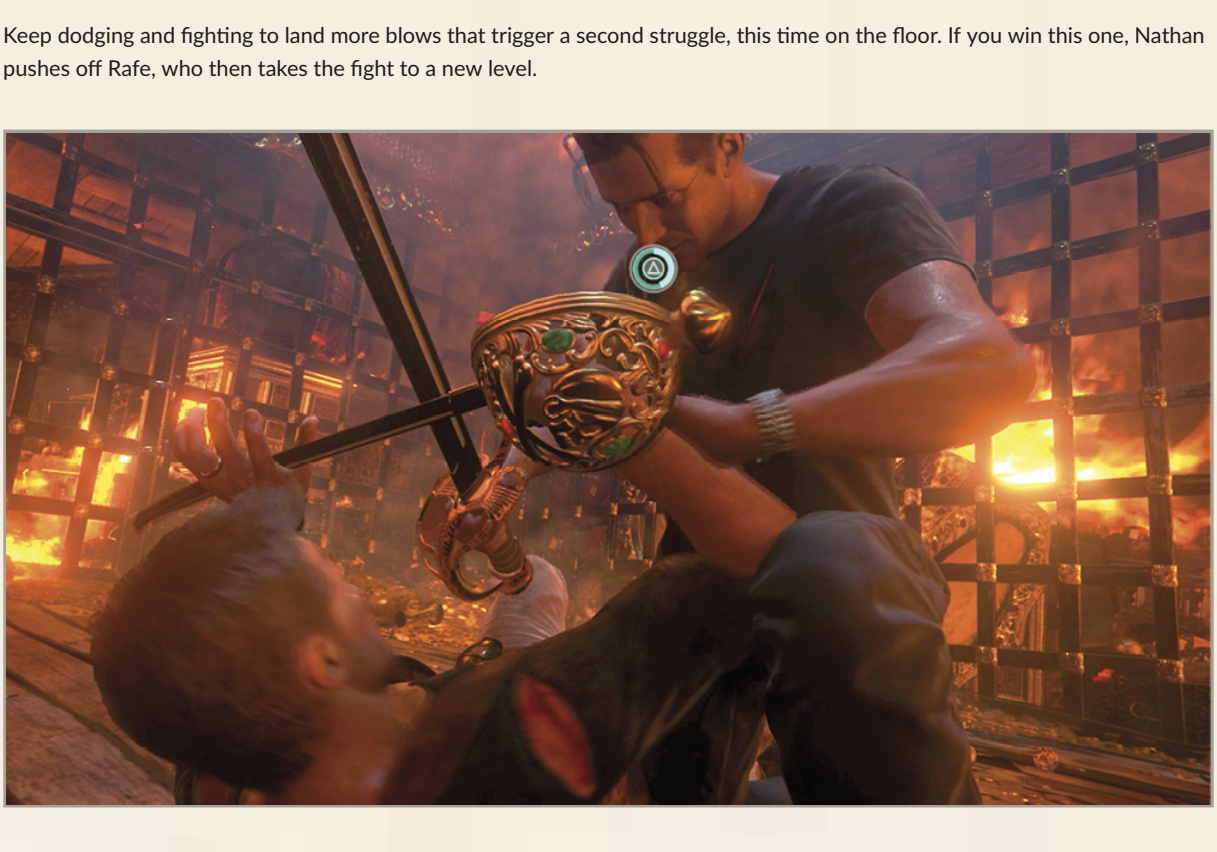


Fig. 22-13. Win the struggles with Rafe to progress in the fight.

Keep dodging and fighting to land more blows that trigger a second struggle, this time on the floor. If you win this one, Nathan pushes off Rafe, who then takes the fight to a new level.



Boss Battle Tip

Progression is all based on how much you damage Rafe; blocks only expedite getting the big openings where Drake can land multiple hits.

Phase 3

You landed a slash across Rafe's abdomen and now he's really angry and aggressive. His attacks grow quicker and more elaborate; he uses spin moves that can mask which side he'll lunge at. Block quickly and you'll reach a sword-crossed struggle against a cage. Win this struggle and you push Rafe off with a punch. One more successful round of fighting puts you in another sword-crossed struggle. When you win this struggle, you end up in the driver's seat with your sword at Rafe's neck with his back to the wall. However, Rafe manages to knock away Nathan's sword and kick him to the ground.

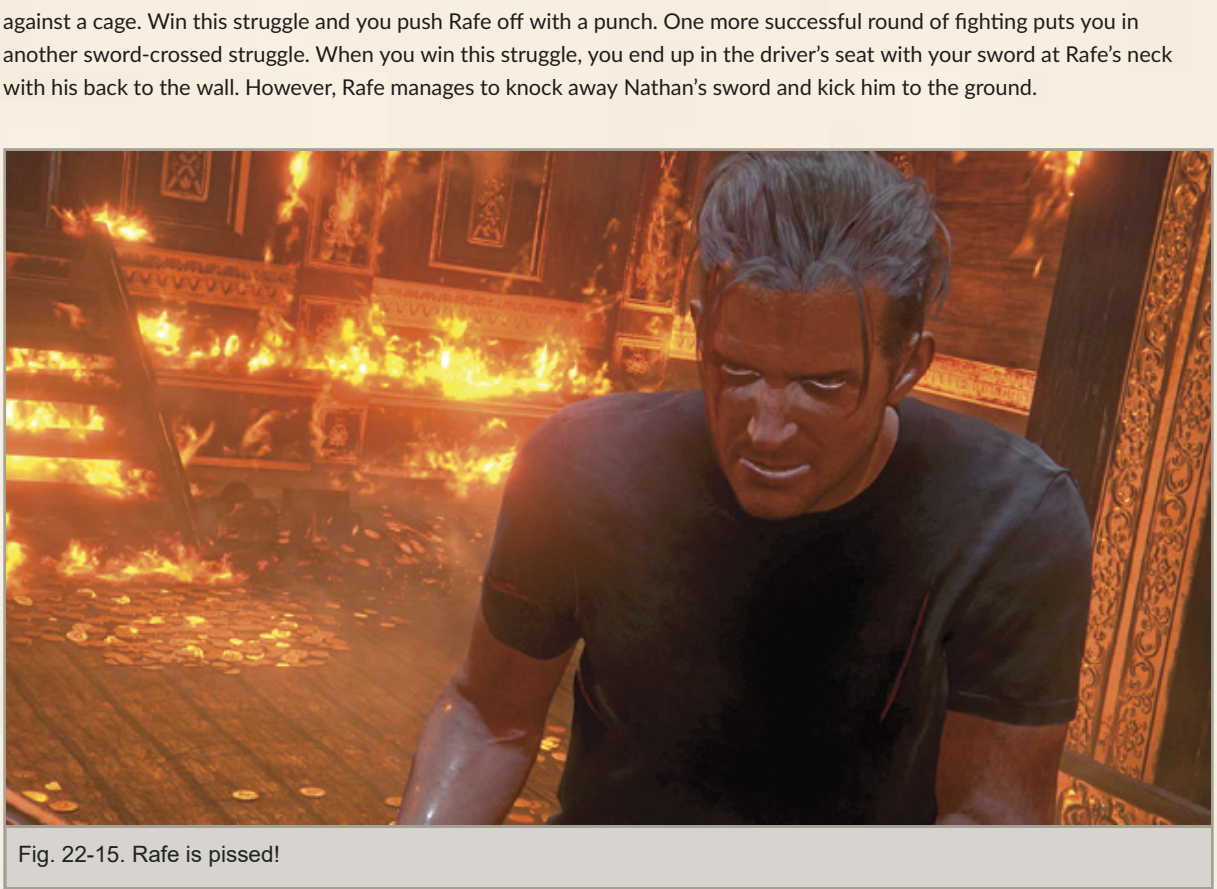


Fig. 22-15. Rafe is pissed!

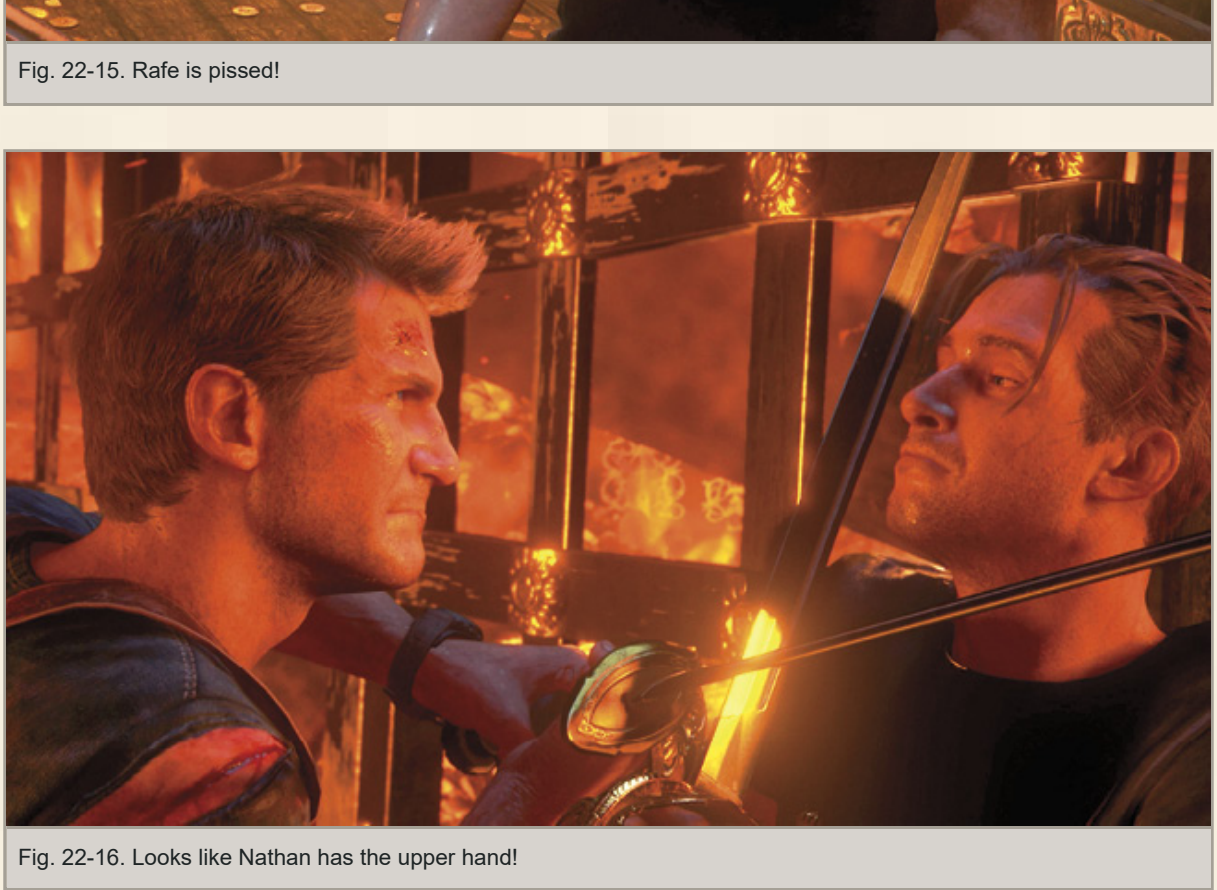


Fig. 22-16. Looks like Nathan has the upper hand!

Phase 4

As Rafe makes his threats, be ready and keep your finger on that △ button. Just as Rafe is about to strike a final blow, the camera cuts to Sam pinned under the beam. Tap the button when the icon appears: Sam slides a sword back to Nathan.

Fig. 22-17. It looks dire, but Sam can help you survive here.

When the fight resumes, Nathan remains lying on the floor. Block Rafe's blows, left and right. Button prompts appear to help you out with this flurry of attacks.

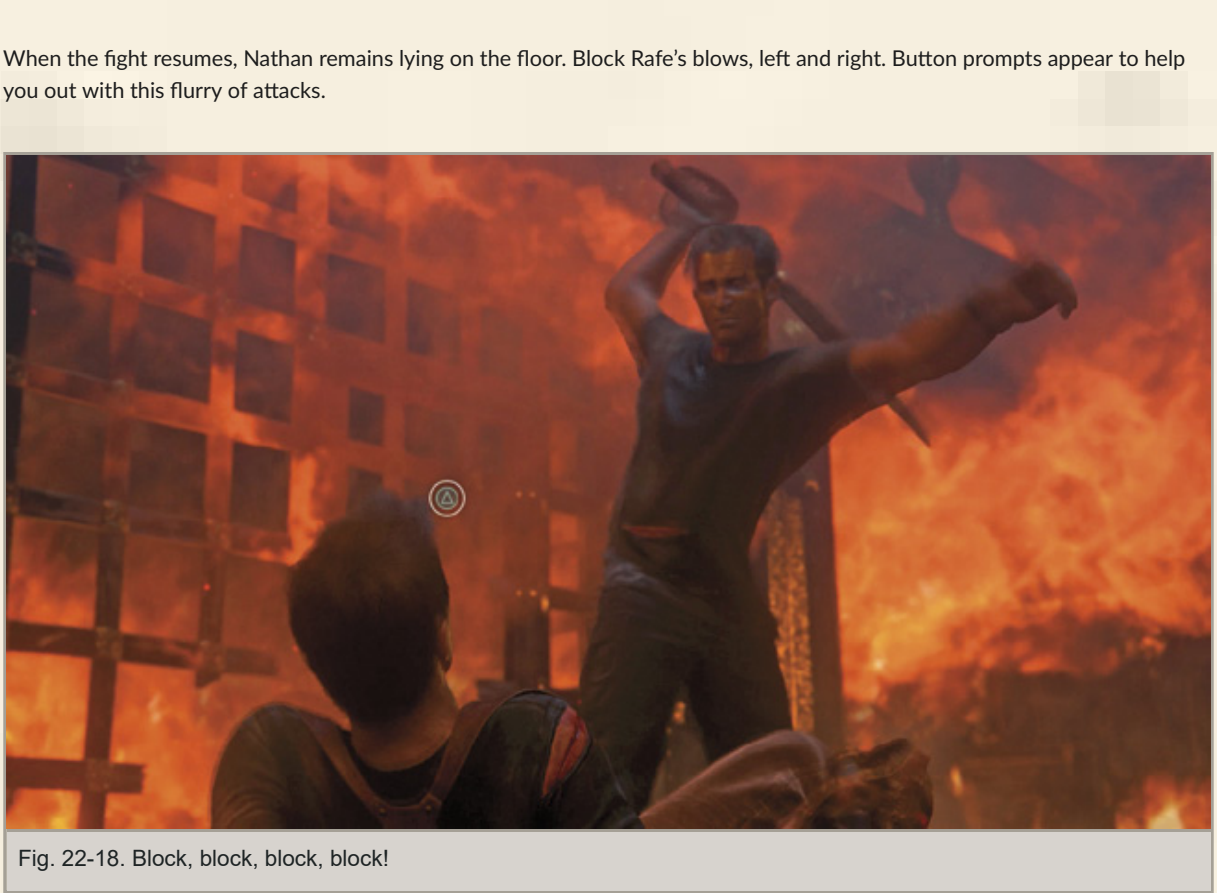


Fig. 22-18. Block, block, block, block!

Swordmaster Trophy

The "Swordmaster" trophy begins in phase two of the battle (when you have the Cutlass) and this trophy is duly earned when you block every single one of Rafe's attacks. This means never receiving a slash or a stab.

Win another close-quarters struggle where Rafe presses the blade ever closer to Nathan's neck. Then, still on your back, block a few more blows until you trigger the fight-ending cutscene: Nathan asks, "You want the treasure?" and then gives Rafe exactly what he wants, although not exactly in the way he wants it. Press △ the moment it appears over the hilt of your broken sword.

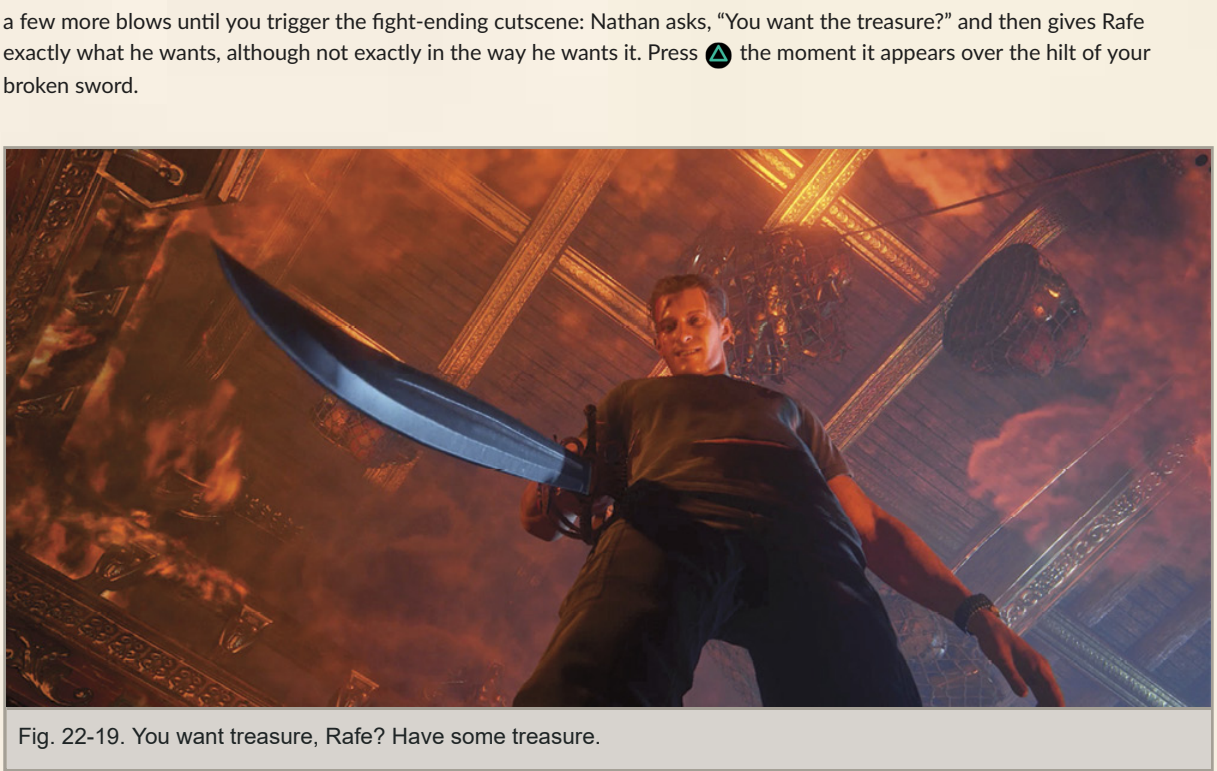


Fig. 22-19. You want treasure, Rafe? Have some treasure.

SWIM TO SAFETY!

Quickly! Swim toward the *Fancy's* sinking mainmast, then swim underneath it (you can remain above water). Continue swimming toward aft. When you near stern, the fiery mizzenmast falls directly on top of you. Dive deep into the water and clear the wreckage. Surface and continue swimming toward the ever-shrinking cave mouth directly ahead. *Do not stop!* If you do, the cavern roof will collapse right on top of you. Swim into the light!

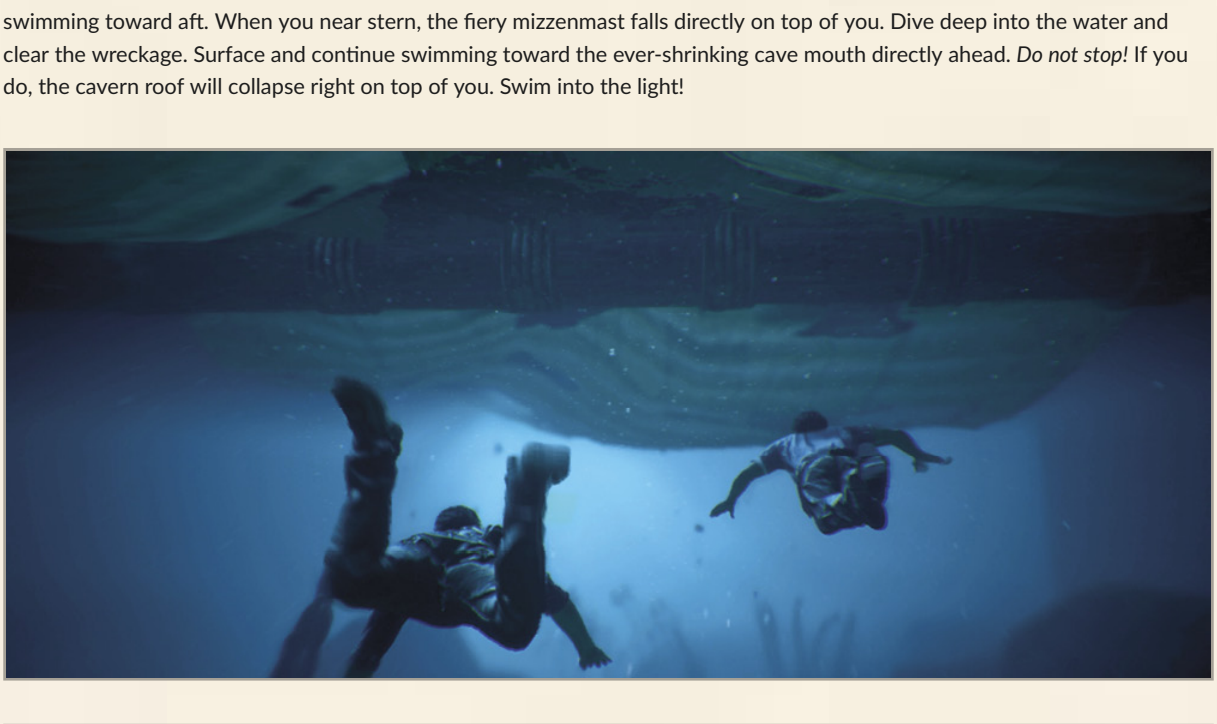
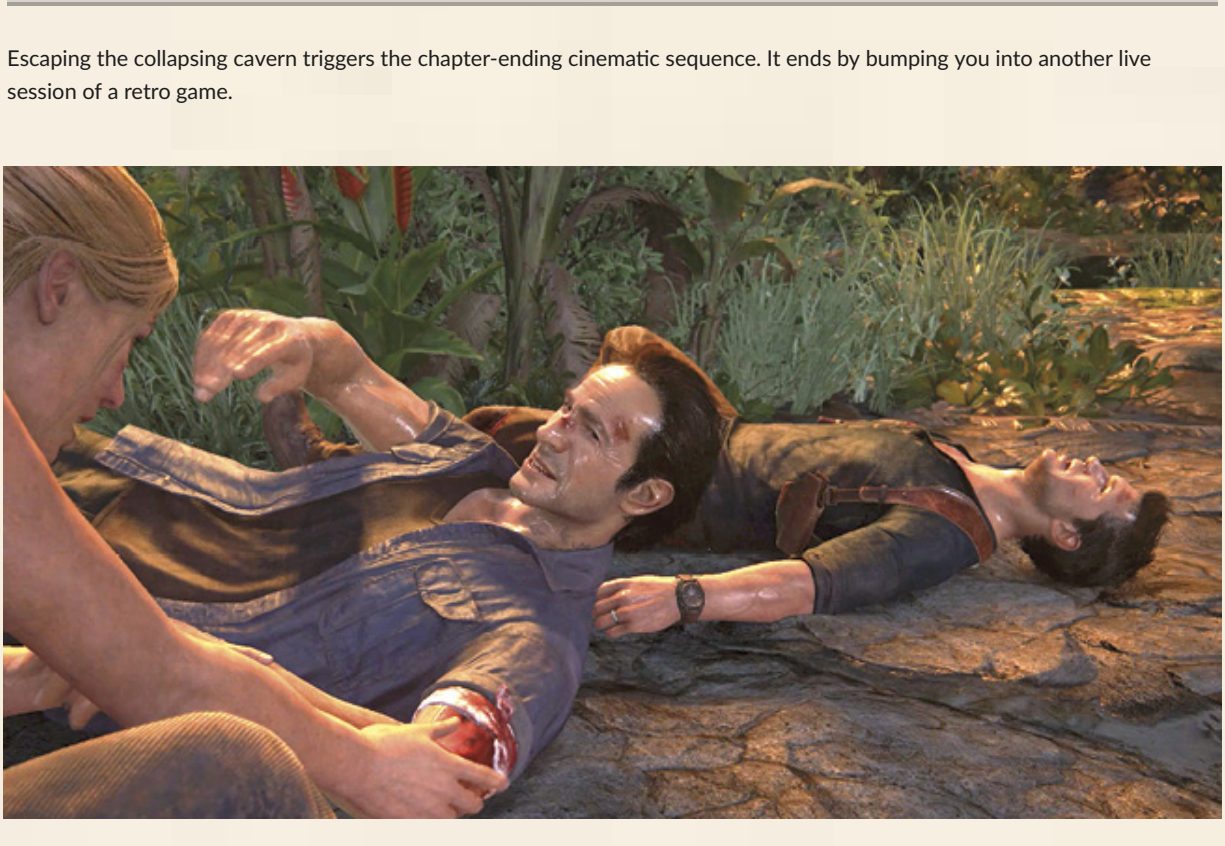
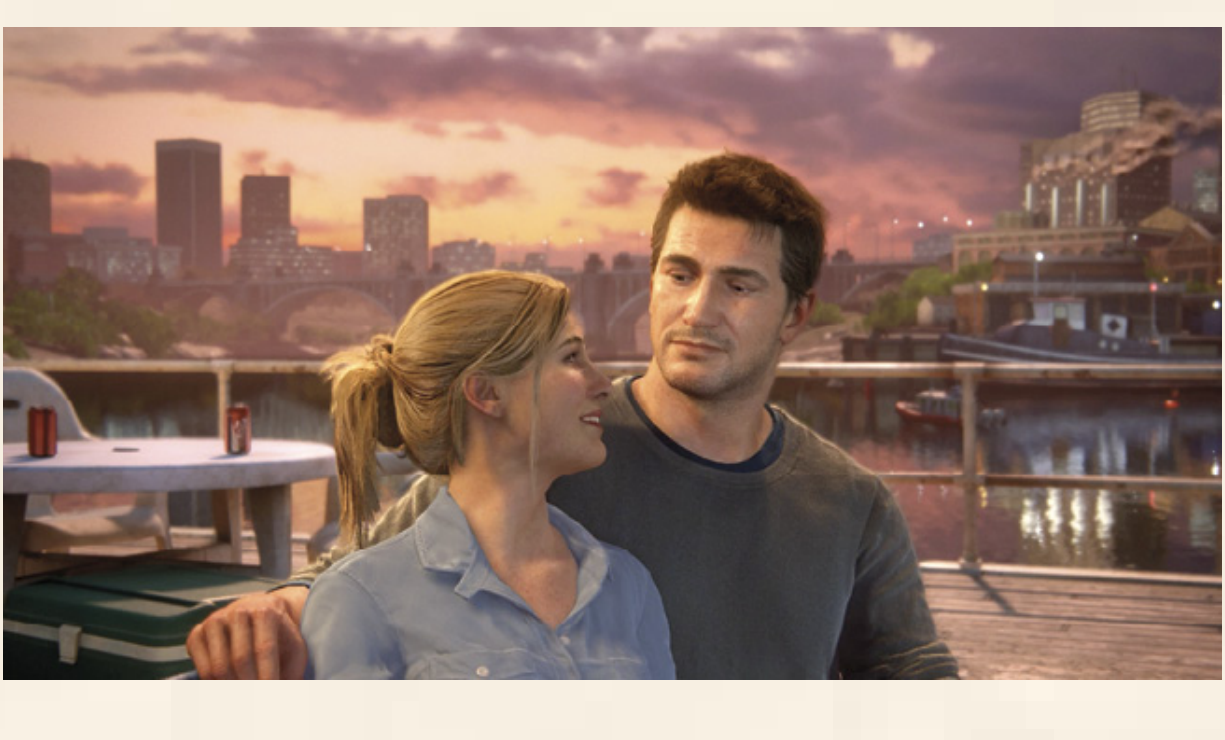


Fig. 22-22. Swim directly for that exit. It's closing up!

WATCH THE ENDING

Escaping the collapsing cavern triggers the chapter-ending cinematic sequence. It ends by bumping you into another live session of a retro game.





I Accidentally All The Guns

If you've used every weapon in the game, including the Cutlass, you receive the "I Accidentally All the Guns" trophy after the battle with Rafe is won.

Now watch the cinematic of Nathan's struggle to free Sam from the heavy beam that traps him. Nate comes up with a clever scheme that relies on the fact that wood floats in water. But now the *Fancy* is sinking, and the explosions have made the entire cavern unstable as well.

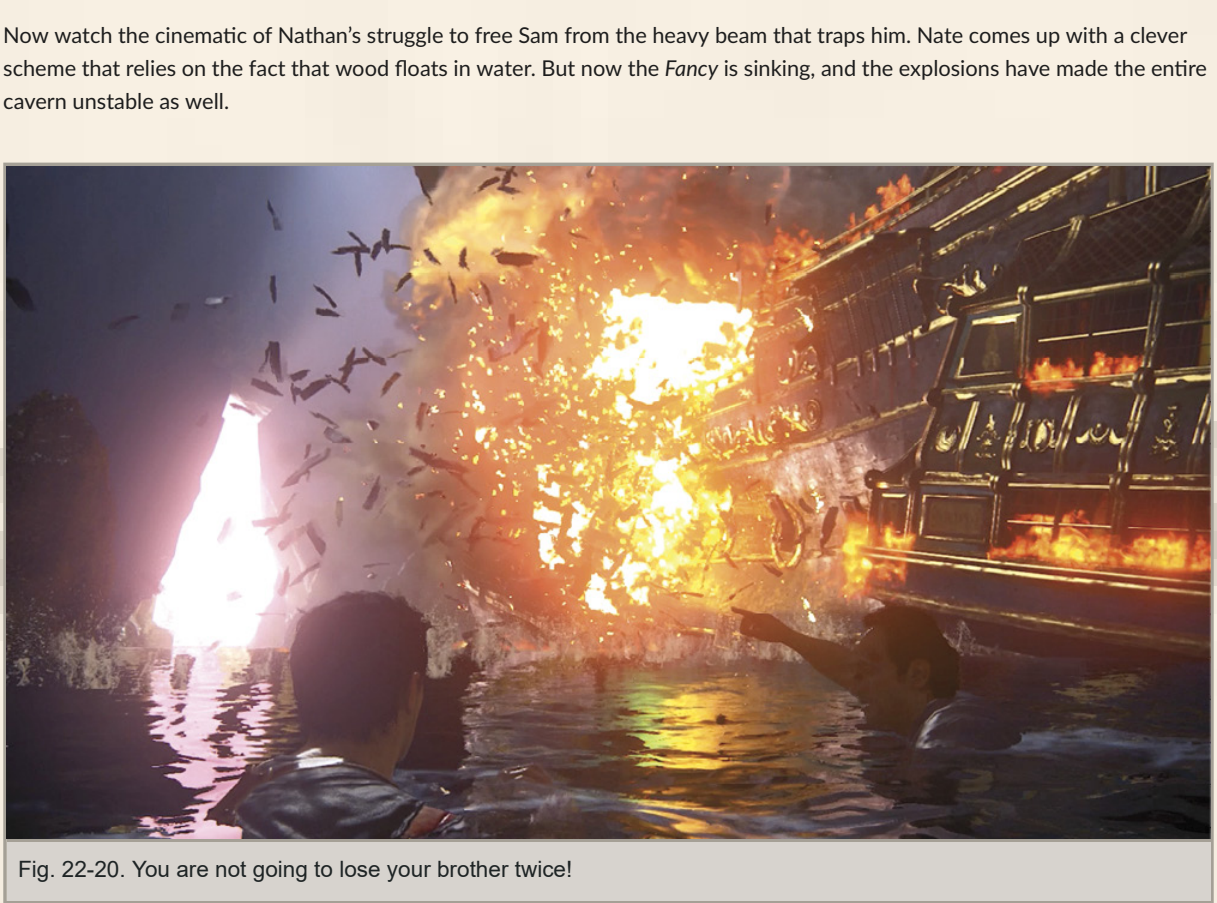


Fig. 22-20. You are not going to lose your brother twice!

Collectibles

Chapter Specific Trophies:

"Best Score!," "Charted!—Explorer," "Charted!—Light," "Charted!—Moderate," "Charted!—Hard," "Charted!—Crushing," and "Charted!—Speedrun"

Epilogue

Play the retro game until you lose three game-lives. When the session ends, the camera spins around and, hey, your character is now a 12-year-old girl in glasses and beach gear. Who is this girl, exactly? Let's find out.

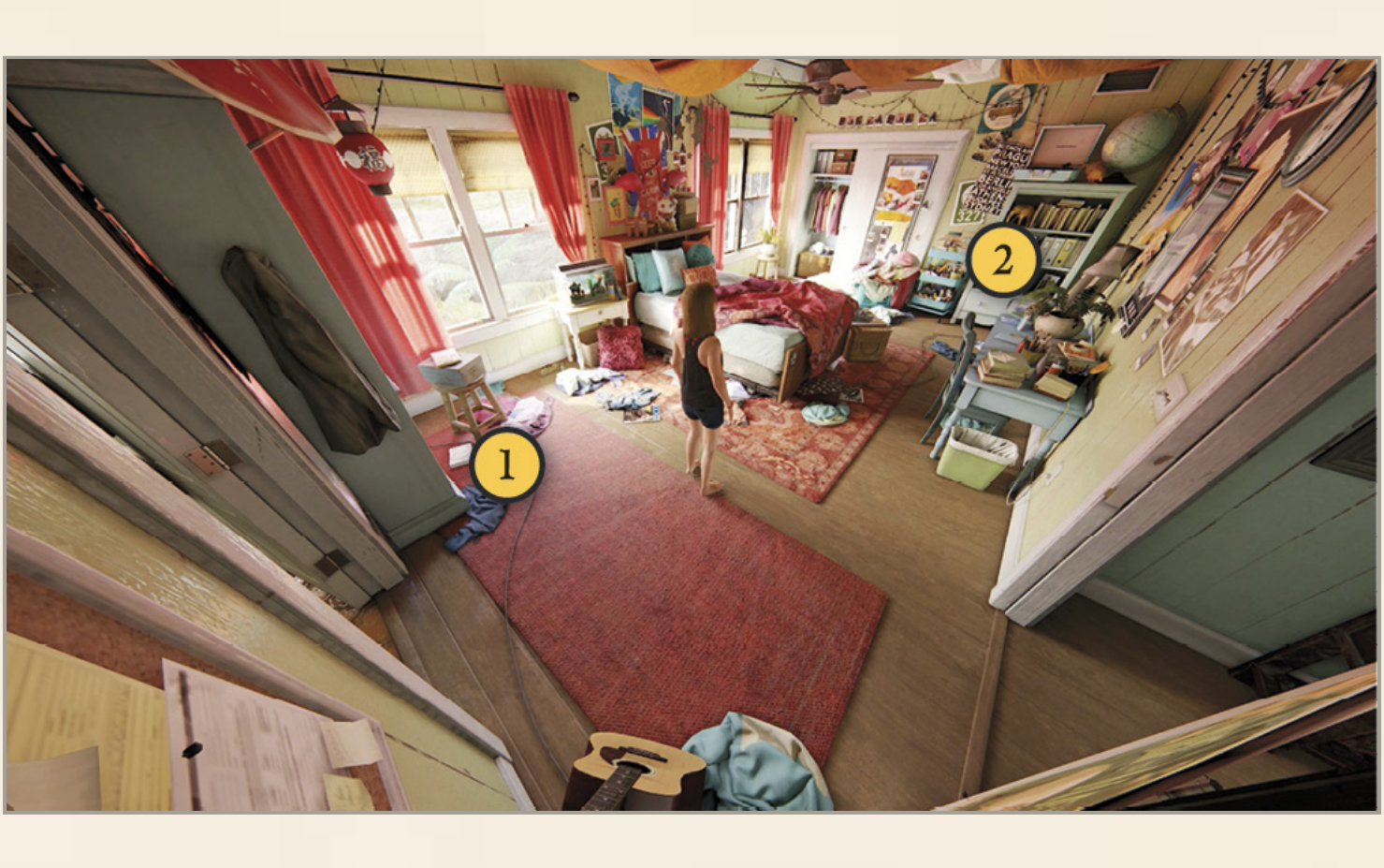
Trophy: Best Score!

Beat Elena's high score of 3,500 points in the retro game.

EXPLORE THE HOUSE

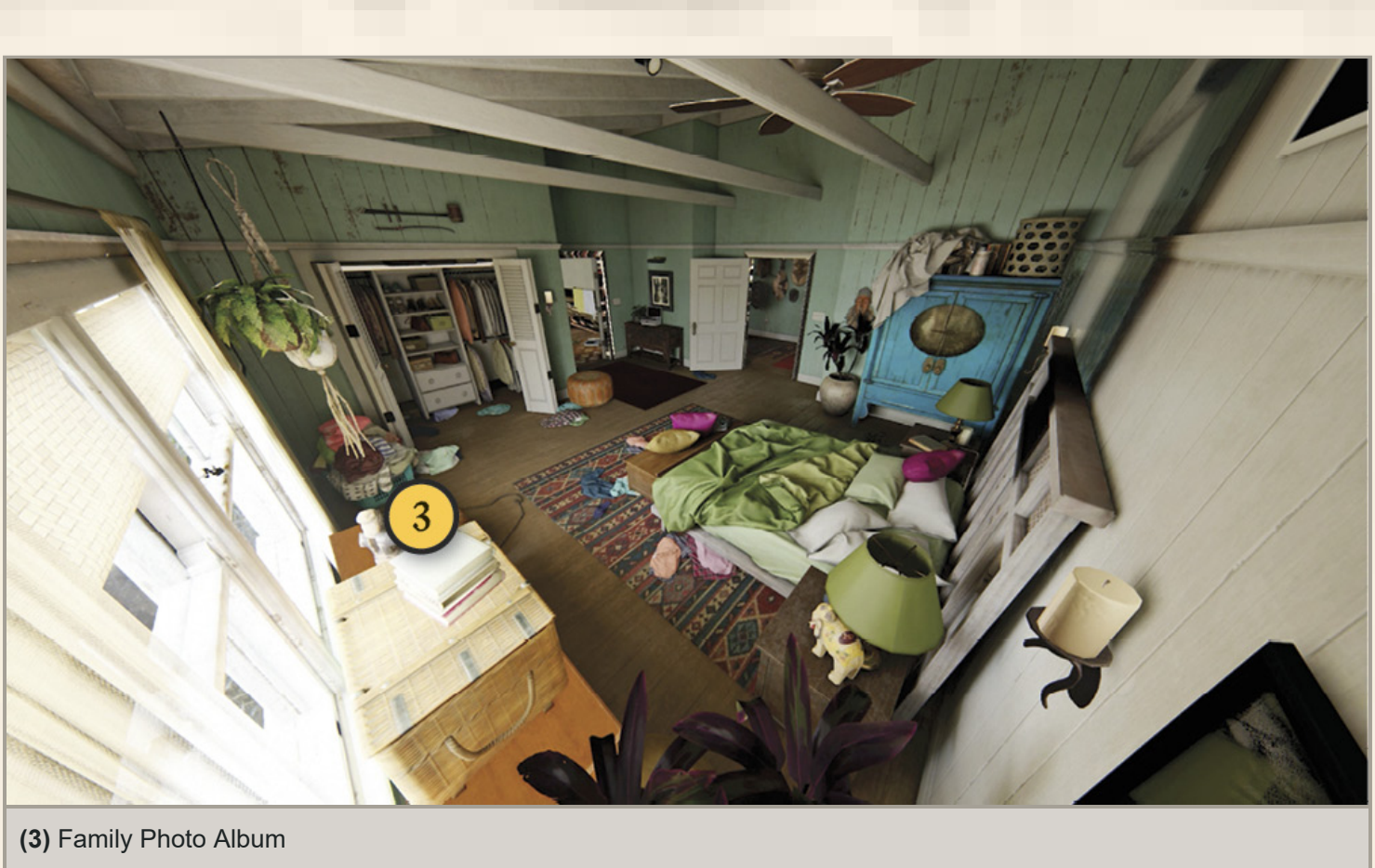
The Girl's Bedroom

You start in the girl's bedroom. Everything in this house and outside that can be interacted with is optional, but let's explore anyway. Pick up the retro game jewel case **(1)** from the floor near the Sony PlayStation. Then cross the room to the bookshelf and examine the copy of *The Nameless City* by Faith Erin Hicks **(2)**.



Parents' Bedroom

Exit the girl's bedroom and go straight down the hall, then turn left into the next bedroom. Examine the photo album **(3)** on the chest of drawers. Browse through it to see photos of people who look very familiar. This must be Nate and Elena's bedroom.

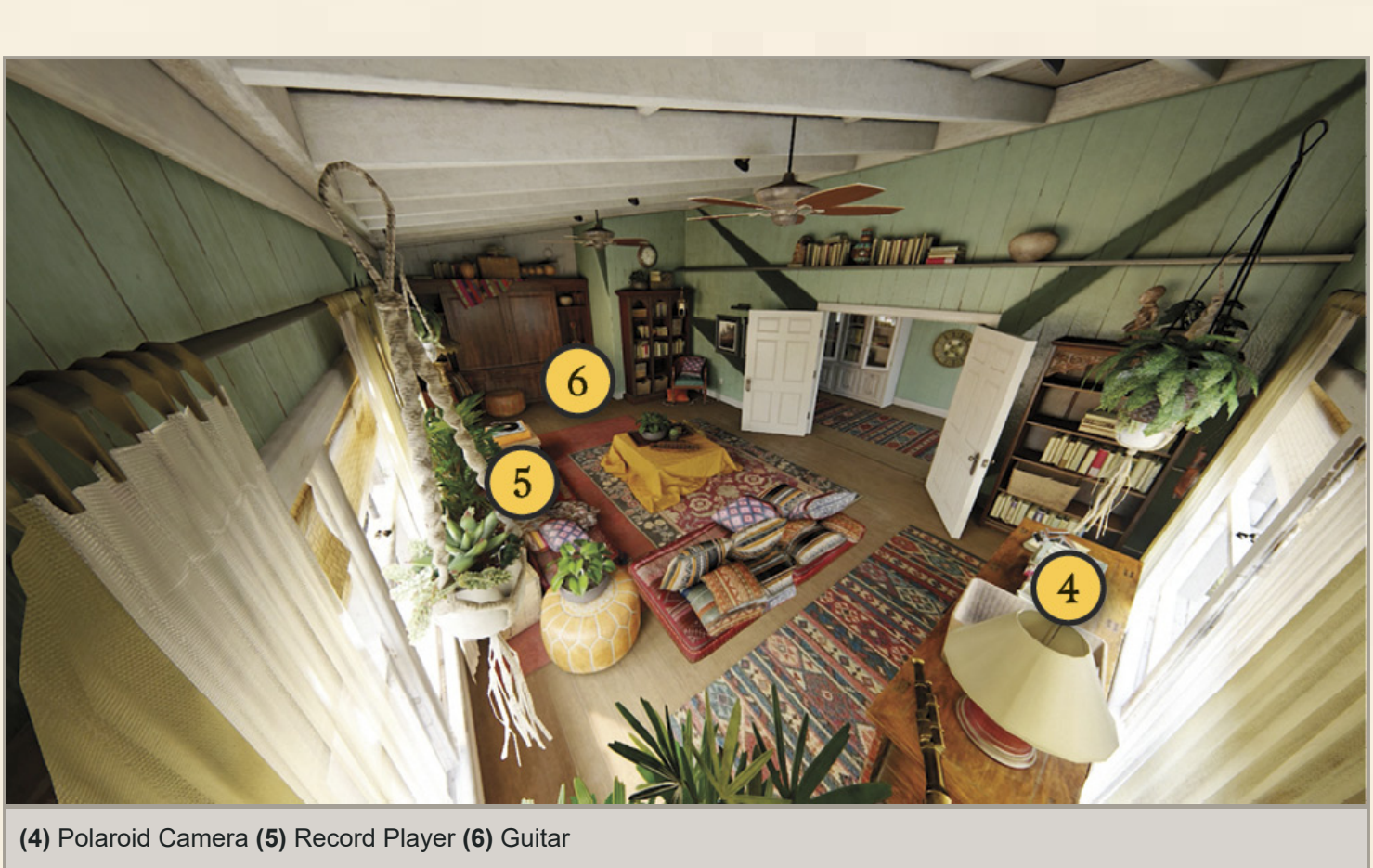


(3) Family Photo Album

Fig. 23-3. Page through the photo album. It's pretty clear now who the girl's parents are.

Living Room

Exit the master bedroom, turn left, and follow the hallway into the living room. Check out the camera **(4)** on the credenza. Play the record on the old-school turntable **(5)** on the side table. Then strum the 12-string bouzouki **(6)** in the cabinet.



(4) Polaroid Camera **(5)** Record Player **(6)** Guitar

Laundry Room

Exit the living room and follow the hall around the corner. The next door on the right is the laundry room. The only thing you can do here is to extract treats from the jar **(7)** for your dog. You can do this twice.

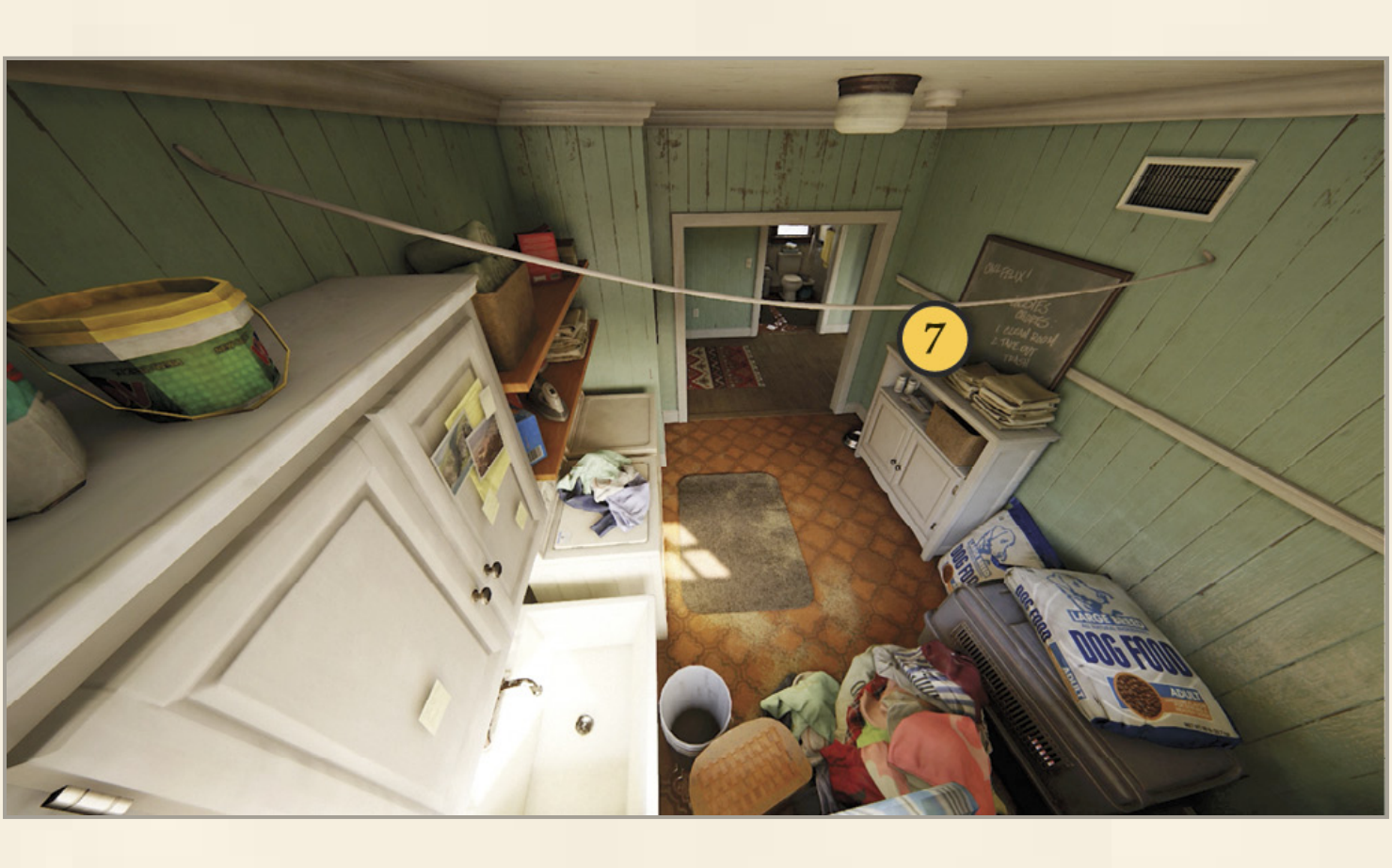
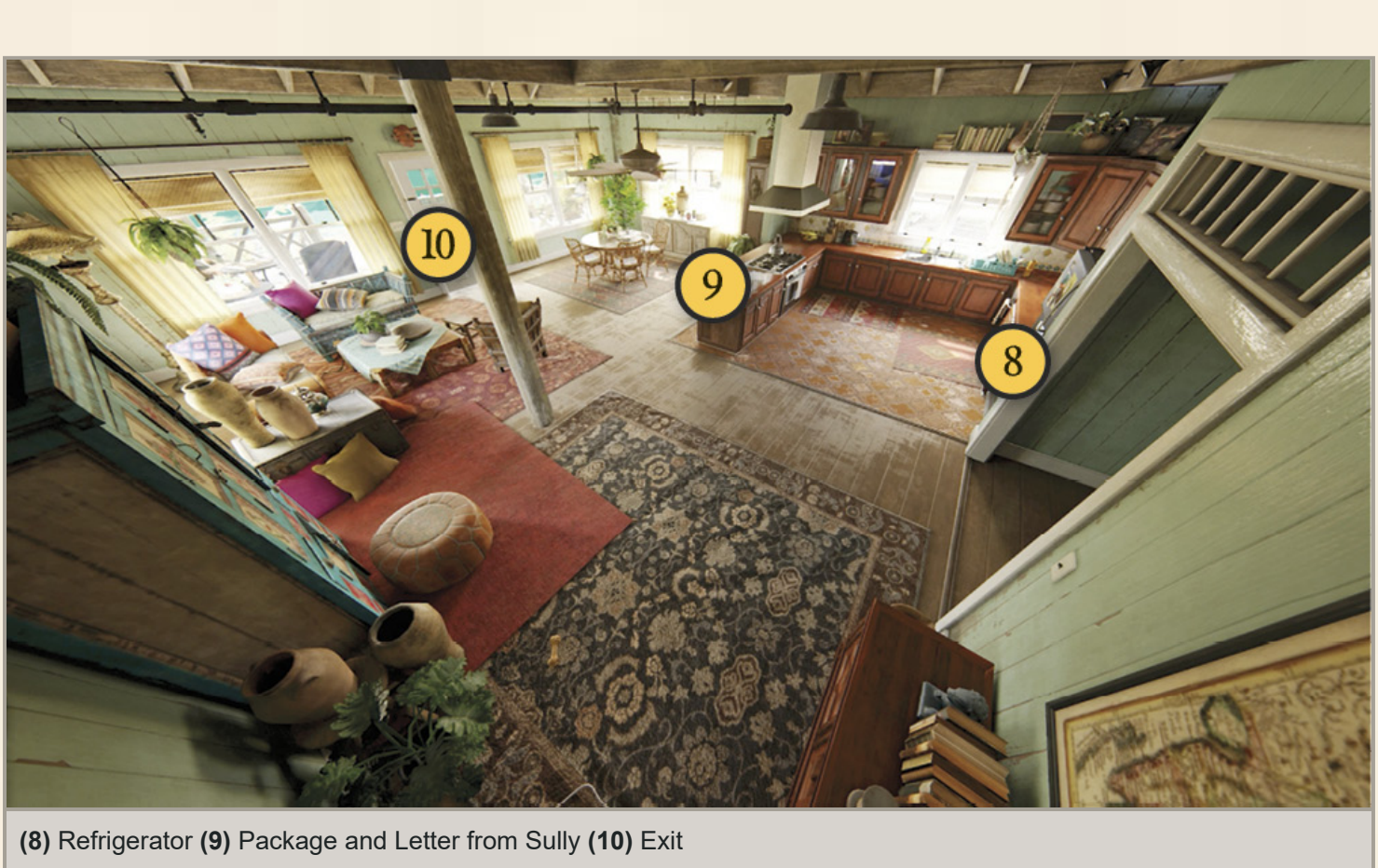


Fig. 23-4. Be a good girl and give the dog a treat.

Great Room/Kitchen

Exit the laundry room and turn right to enter the great room—a large, open space that combines a family room with a kitchen and dining room. Open the refrigerator **(8)** to grab an apple. Then check out the letter from Sully **(9)** on the kitchen island; don't miss the photo clipped to the back. Then exit the house via the front door **(10)**.



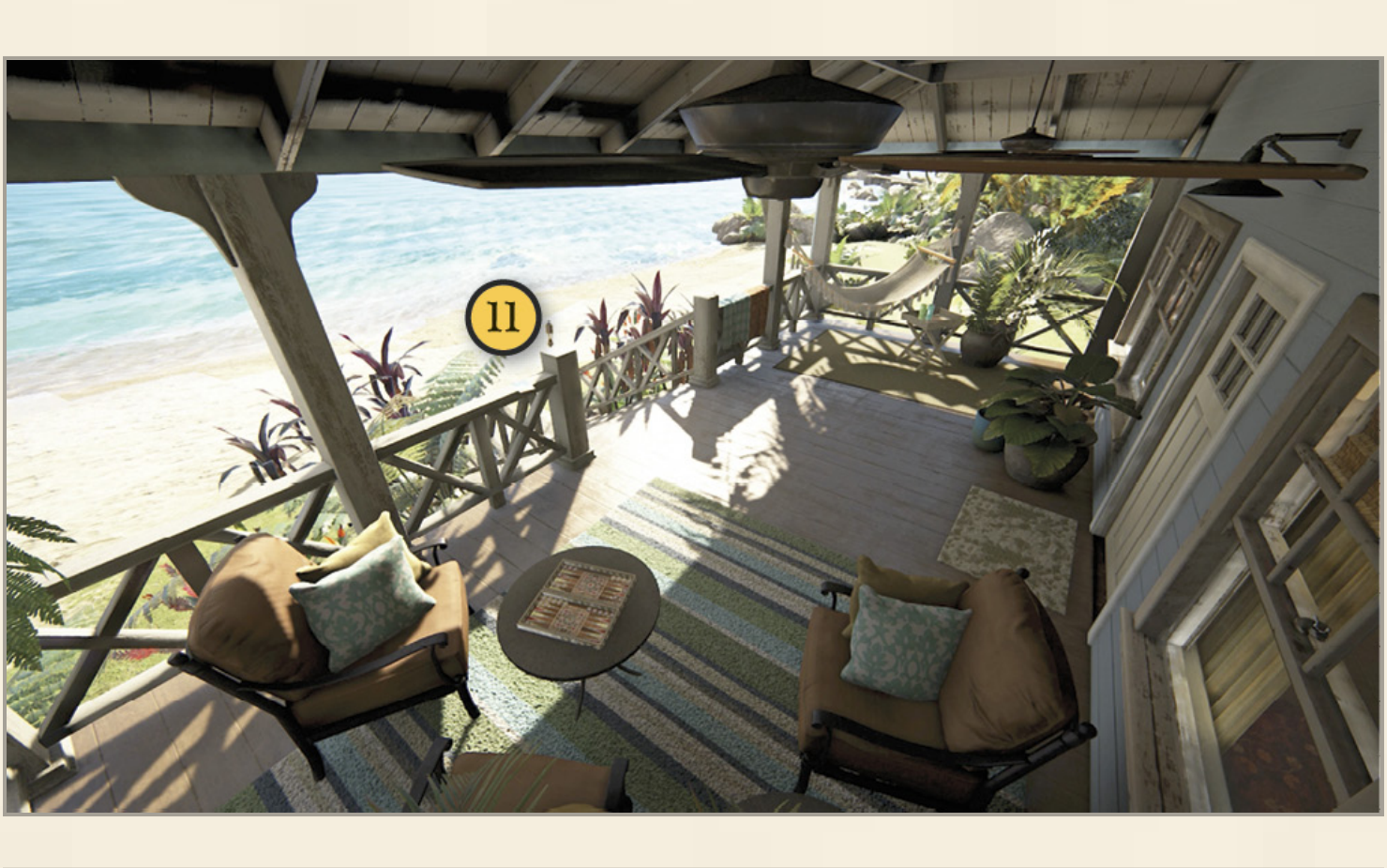
(8) Refrigerator **(9)** Package and Letter from Sully **(10)** Exit

Fig. 23-5. Grab an apple from the fridge. If you head back to the laundry room, the girl will toss the apple in the hallway trashcan.

EXPLORE THE BEACH

Front Porch

Out on the porch, pick up the *India: Summer Travel and Service Program* brochure **(11)**.



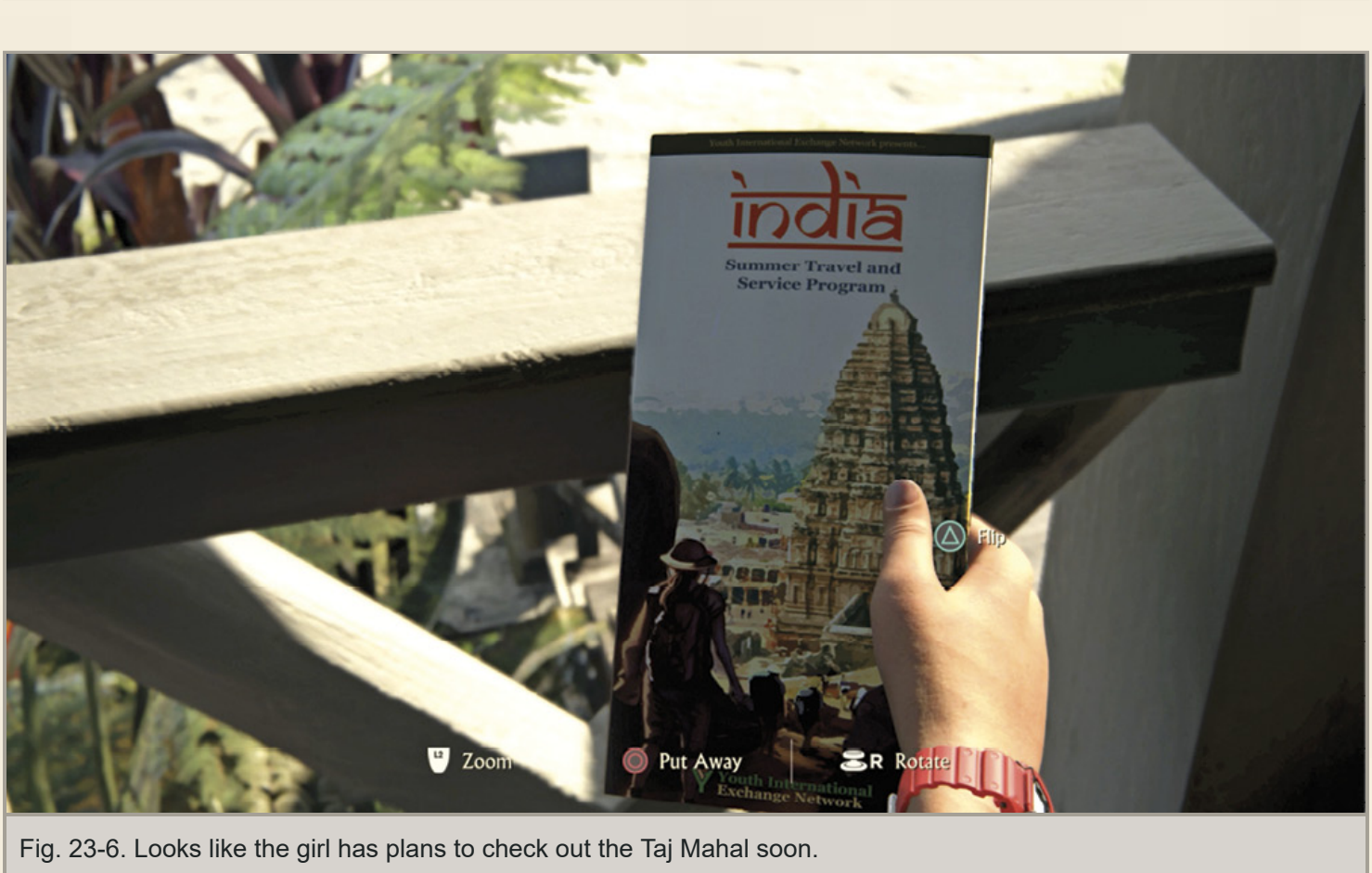
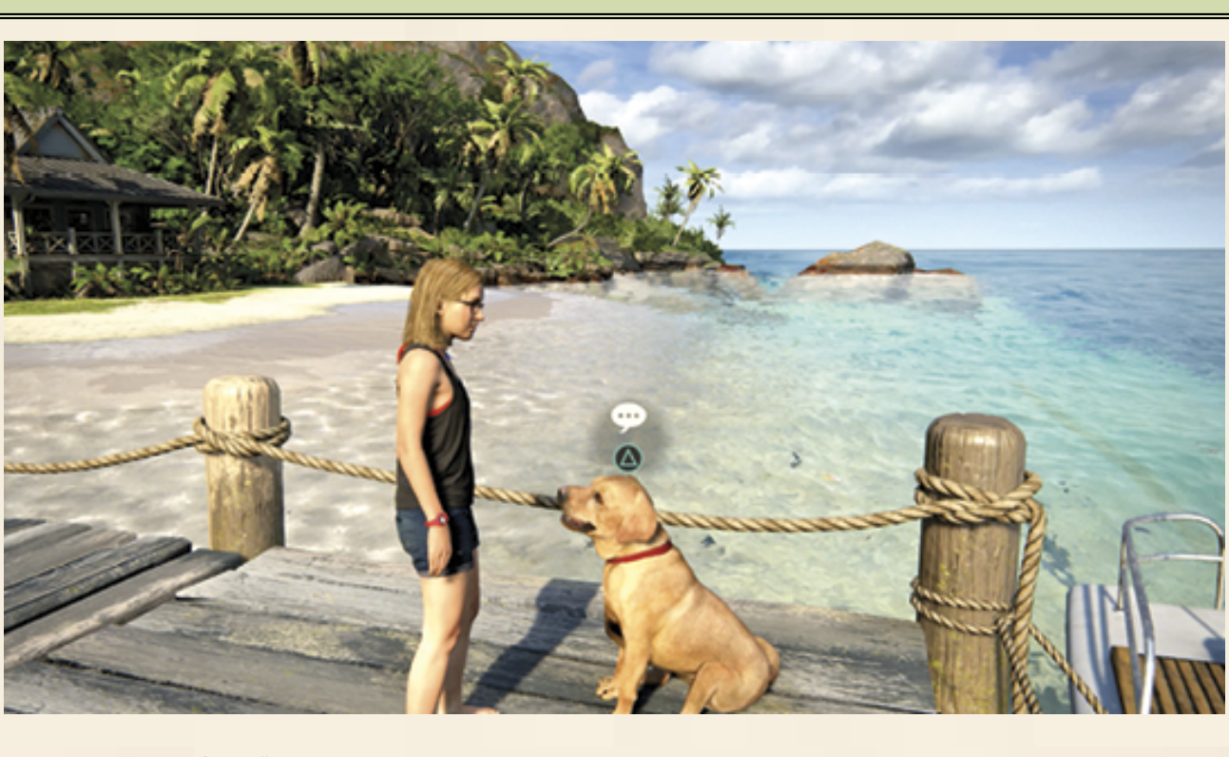


Fig. 23-6. Looks like the girl has plans to check out the Taj Mahal soon.

The Pier

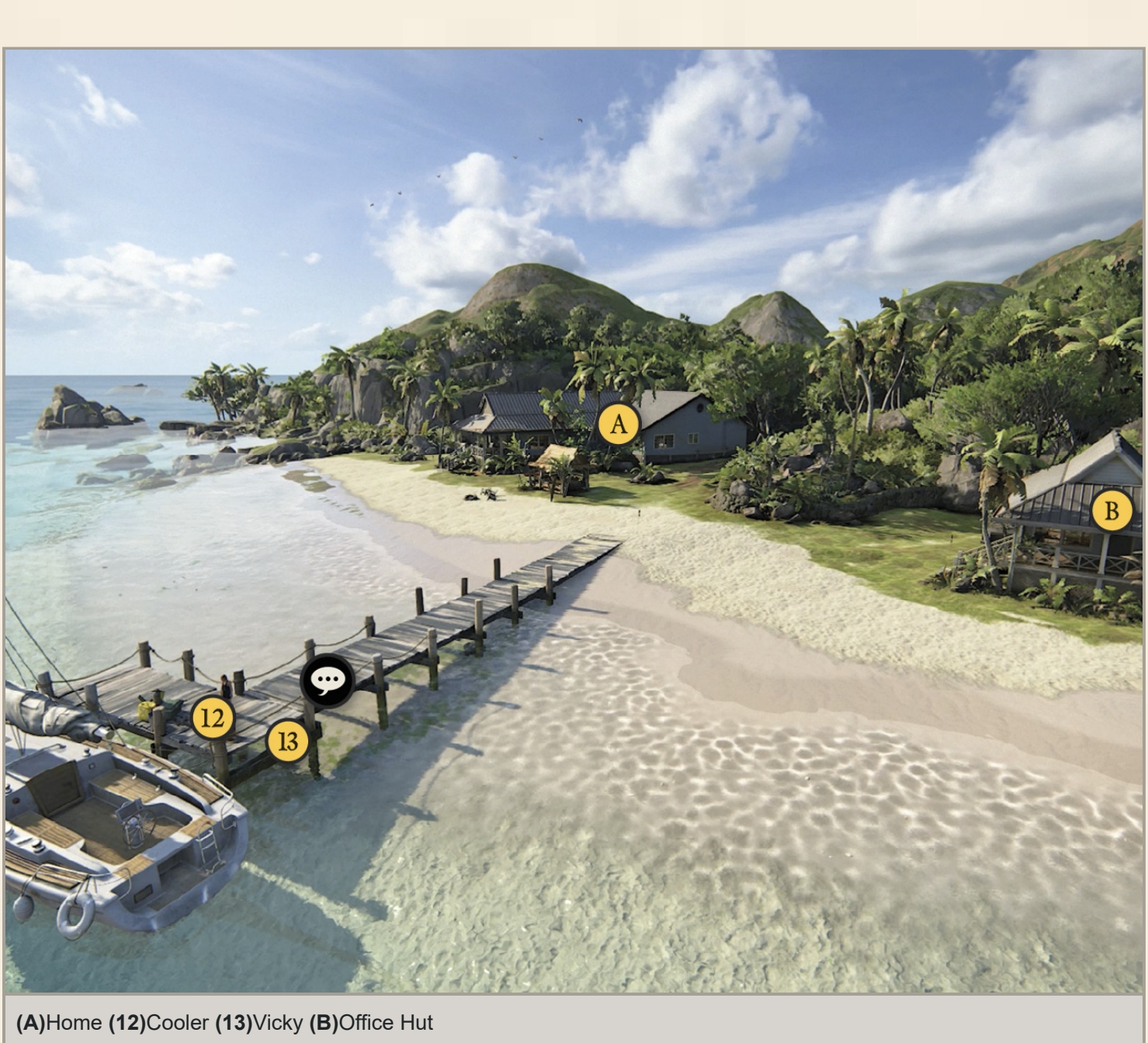
Leave the house **(A)** and follow Vicky (your dog) out to the end of the pier near the sailboat. Interact with her once △ and a conversation bubble appears above her head. Talk to Vicky **(13)**. The girl asks where her parents are. You get an uninformative dog response. This is the last Optional Conversation in the game. If you have listened to all the Optional Conversations in the game (which we have documented all of them), you will earn a trophy here.

Gift Of Gab



You receive the "Gift of Gab" trophy when you listen to all the Optional Conversations in the game, including this last one with Vicky.

You can also open the cooler **(12)** on the pier. It's packed and ready for boating. That's it for the exterior interactive elements. Time to head into the office hut (B).

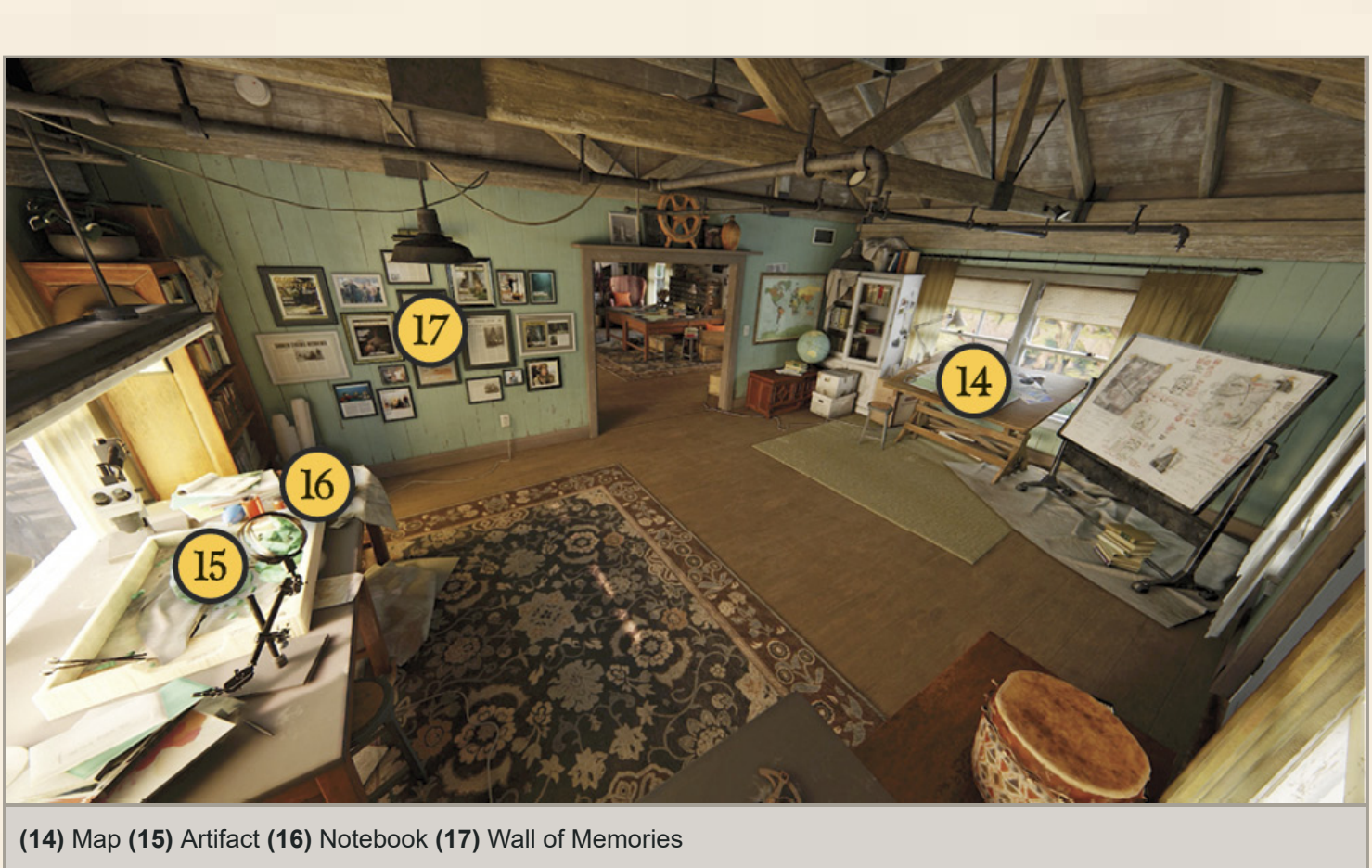


(A) Home **(12)**Cooler **(13)**Vicky **(B)**Office Hut

EXPLORE THE OFFICE HUT

Workroom

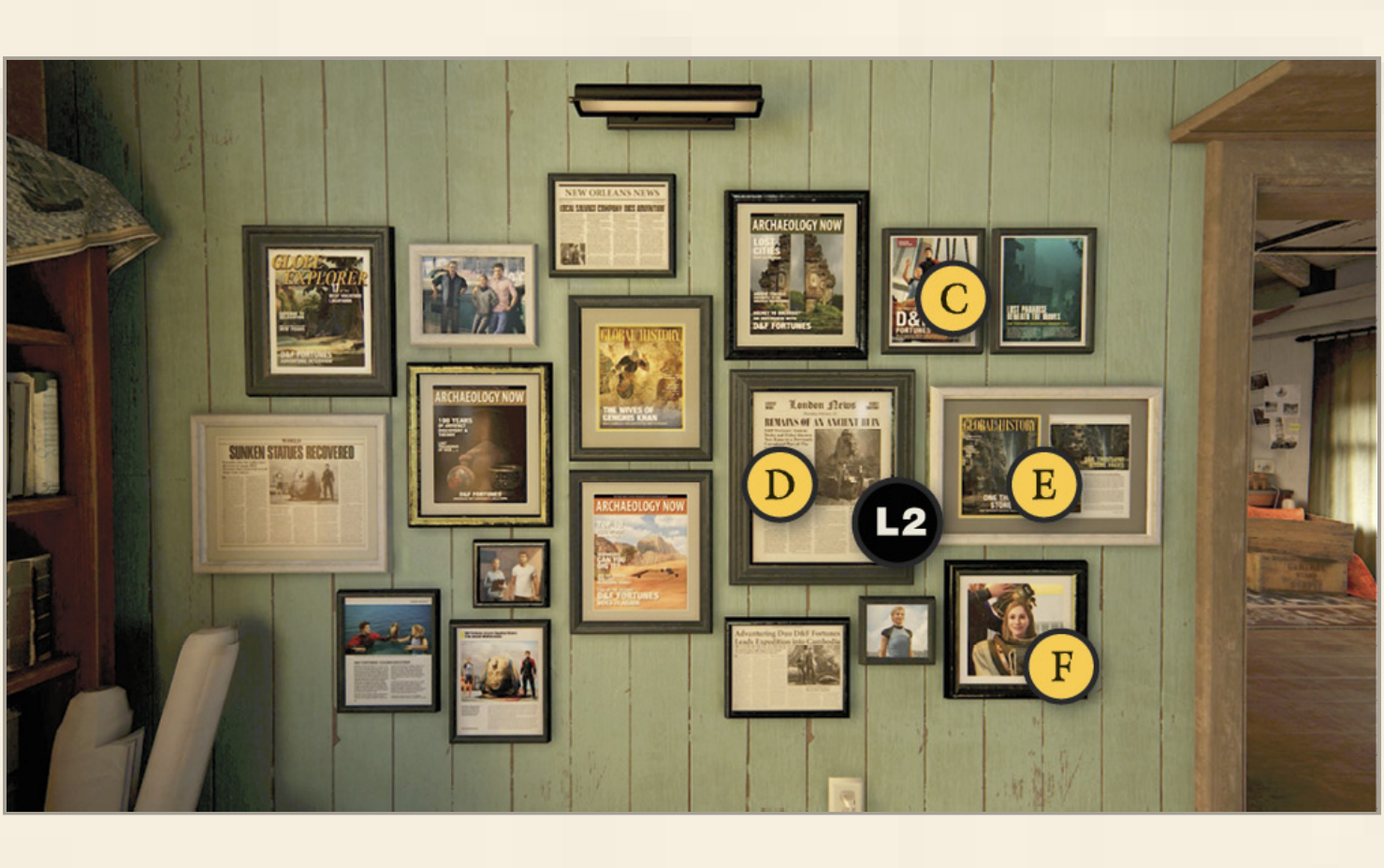
Follow the beach to the next hut. Go in the front door and turn right to examine the map of the Yucatan **(14)**. Next, go across the workroom to look at the artifact **(15)** in the specimen tray; you can also examine the nearby notebook **(16)** covered with sketches and calculations.



(14) Map **(15)** Artifact **(16)** Notebook **(17)** Wall of Memories

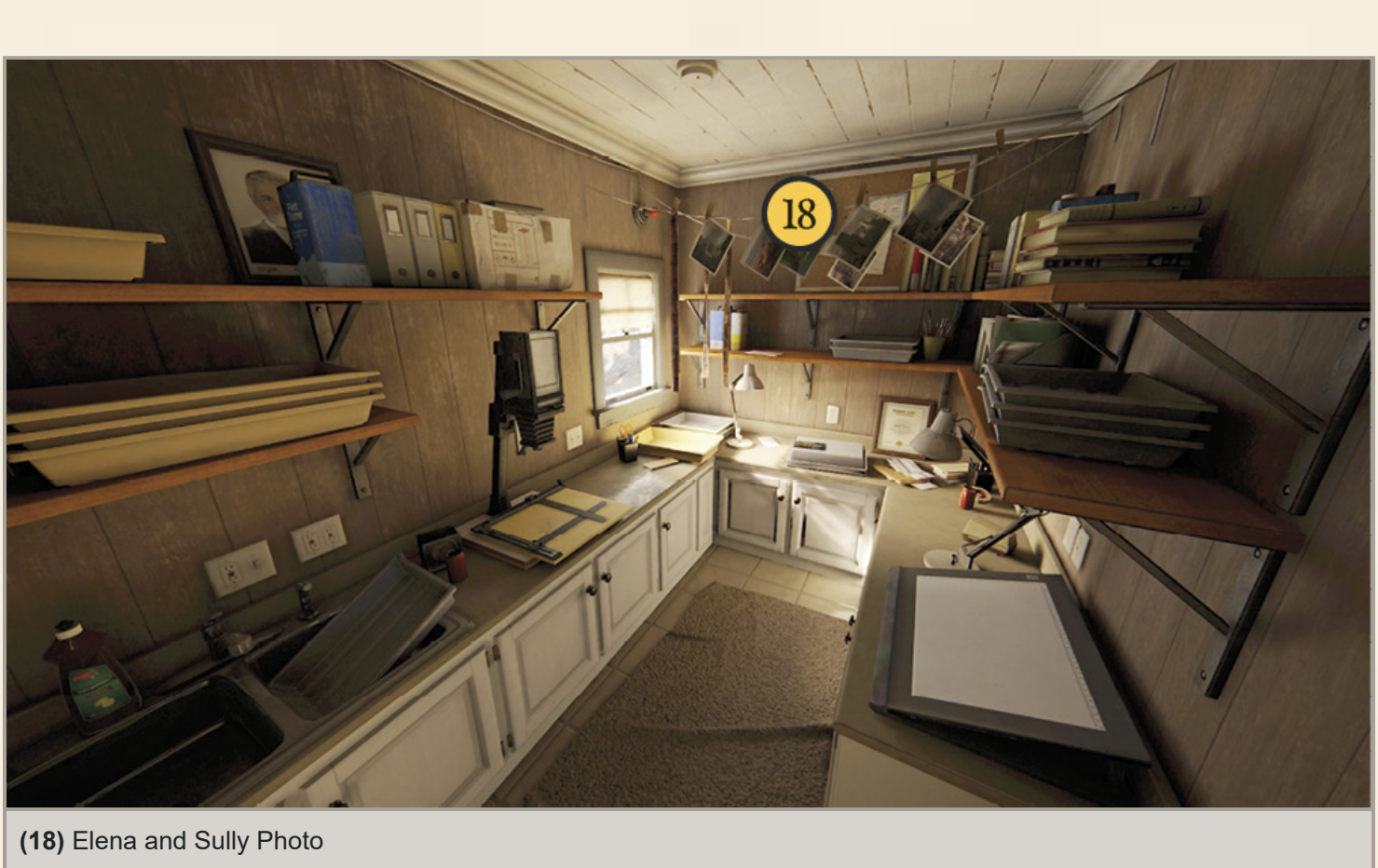
Then turn right and explore the wall hung with framed memorabilia items **(17)**. It looks like the Jameson Marine salvage company morphed into "D & F Fortunes." You can individually examine four different framed items on the wall. Just press **L2** to focus in closer and scan the articles and photos until you see a △ icon appear, and then press that button.

- C: Modern Adventure
- D: London News
- E: Global History
- F: The Girl's Diving Photo



Darkroom

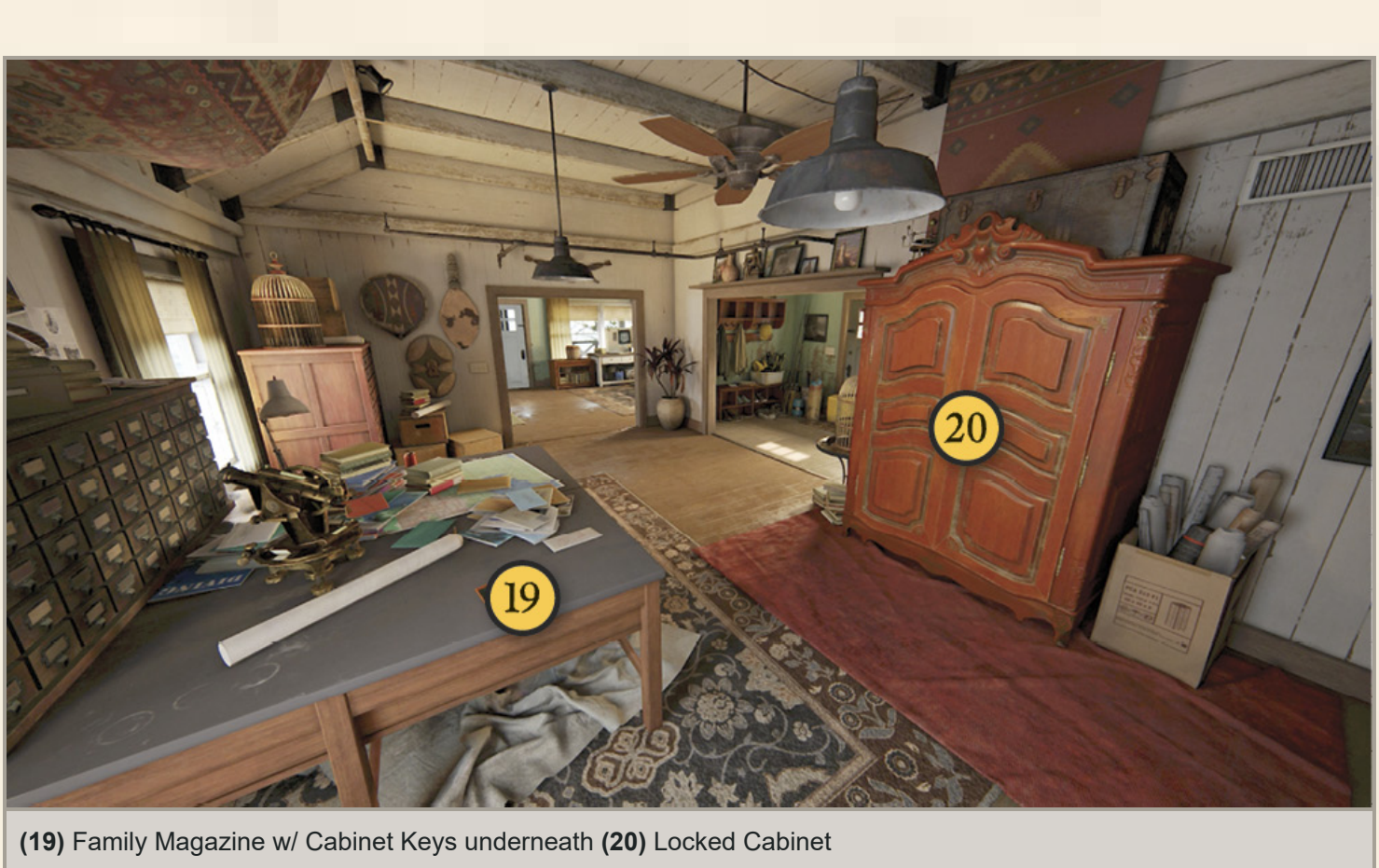
Walk into the study and slip into the back room on the left that serves as Elena's darkroom and pick up the photo **(18)** of Elena and Sully on the tray.



(18) Elena and Sully Photo

Study

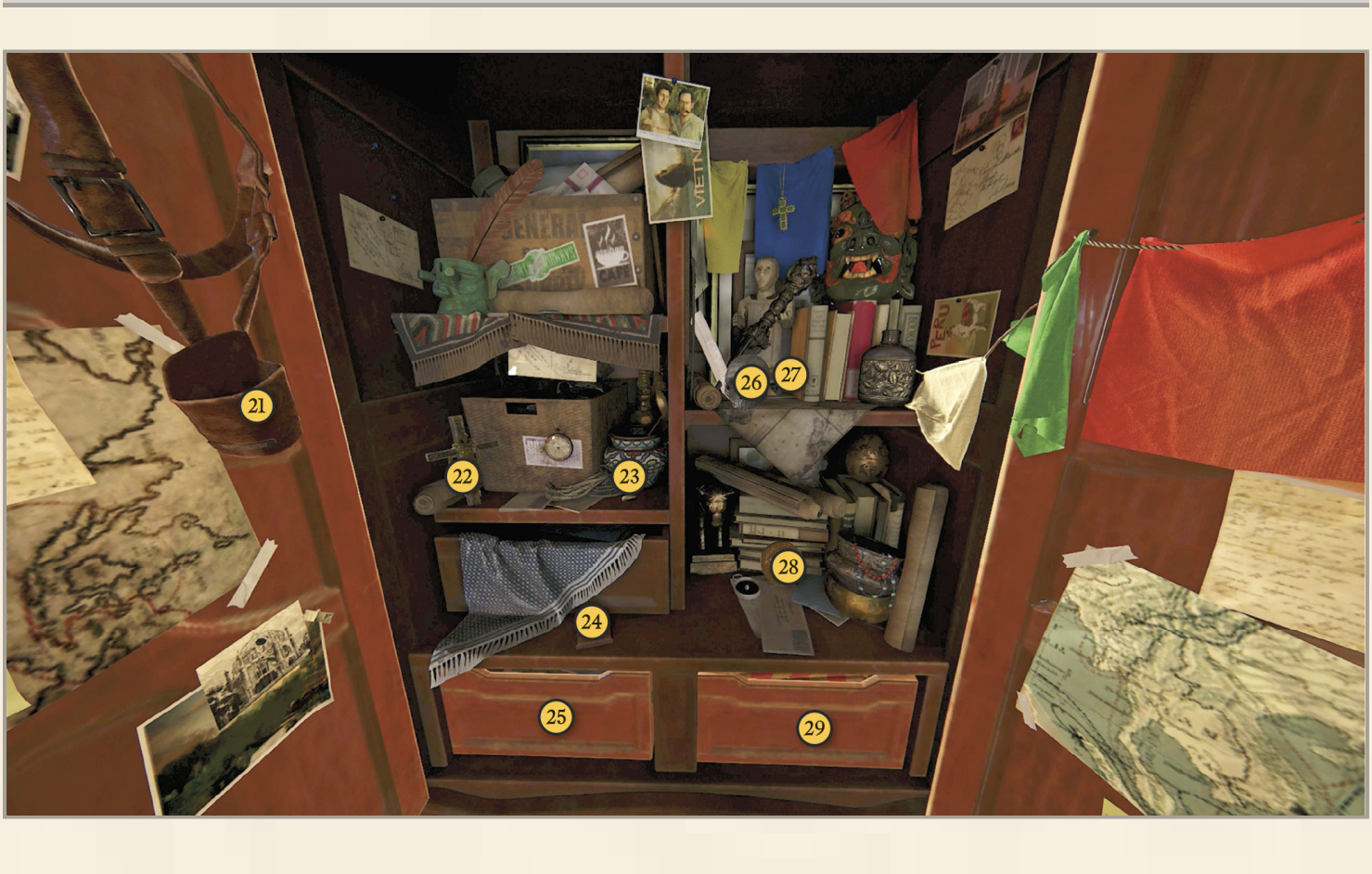
Go through the doorway into the study. Examine the *Adventure Life* magazine **(19)** on the work desk. When you move to put it down, the girl finds a set of keys. These give you access to the locked cabinet across the room.



(19) Family Magazine w/ Cabinet Keys underneath **(20)** Locked Cabinet

Fig. 23-8. The cabinet keys are under the magazine on the desk.

EXPLORE THE CABINET



Now go back to the office and open that cabinet **(20)**. (Again, the cabinet is locked until you find the keys under the *Adventure Life* magazine.) Examine its cornucopia of personal history: Nate's holster **(21)**; the St. Dismas cross **(22)**; a Spanish doubloon **(23)**; a coin with Avery's sigil **(24)**; in the left drawer: Sir Francis Drake's journal **(25)**, complete with bullet hole—the book that saved Sully's life in *Uncharted: Drake's Fortune*; a silver skull cast **(26)**, behind which you see a journal **(27)** (don't examine the journal until last); the 16th century cipher disk **(28)** from *Uncharted 3*; in the right drawer: the Cintamani resin **(29)** from *Uncharted 2*.

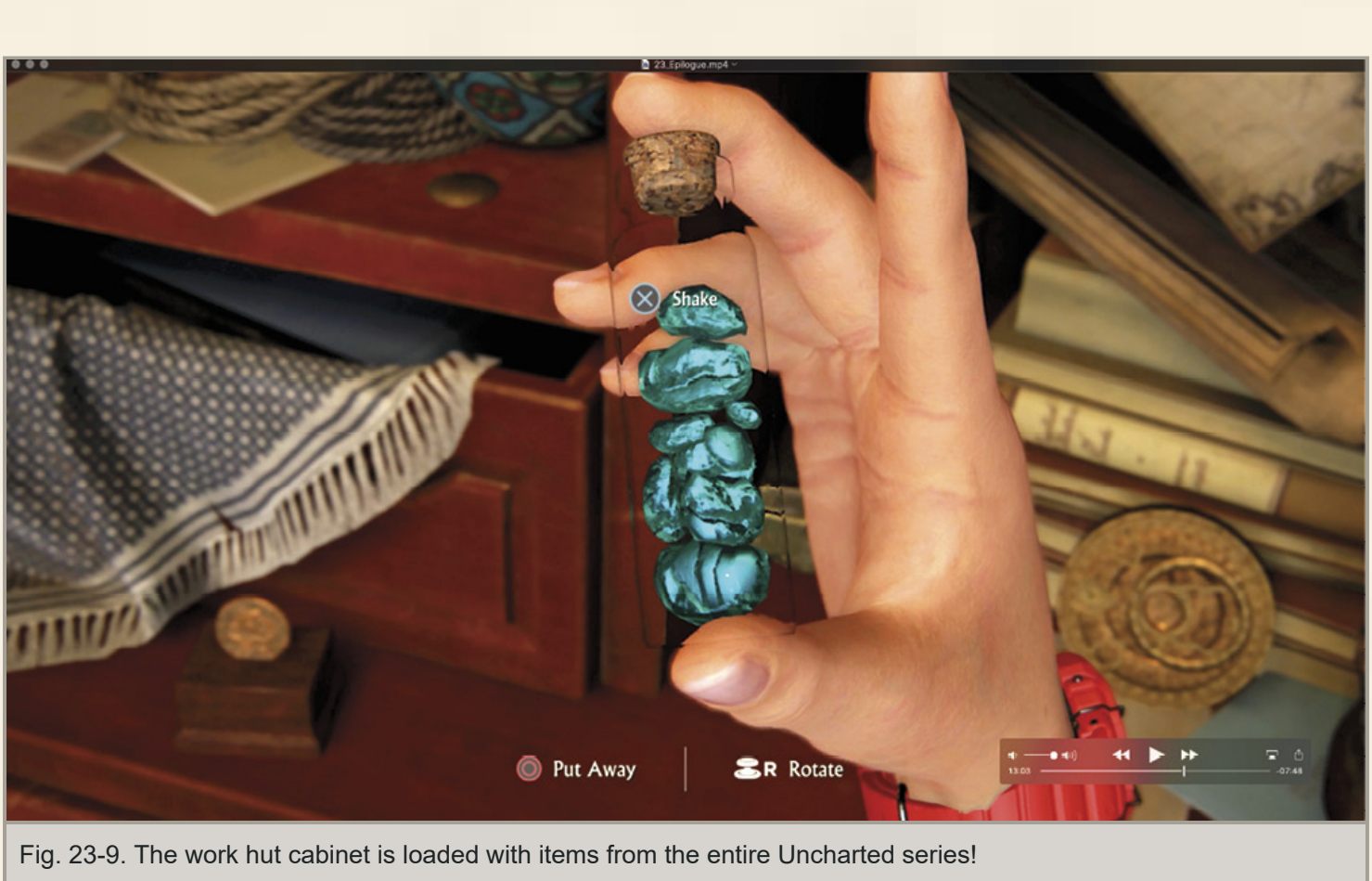


Fig. 23-9. The work hut cabinet is loaded with items from the entire Uncharted series!

Examine The Journal Behind The Skull Last

When the girl picks up the silver skull, this reveals Cassandra Morgan's journal behind it. Examine everything else in the cabinet *before* you pick up the journal! Examining the journal triggers the return of Nathan and Elena; this is the game-ending cinematic, so you can't explore any remaining cabinet items.

Now pick up the journal **(29)** that you uncovered when examining the skull. Page through and read the contents; pick up both photos inside and flip them to see the picture. Flipping the second one—a shot of Nathan, Elena, and Sully—triggers the game-ending cinematic.

Flip
R Pan
Put Away

Fig. 23-10. The photo of the young Drake brothers is the same one they took in the manor with the instant camera. Notice Nathan wearing the headwear you chose to wear (or no hat if you did not wear one).

You've come a long way. Enjoy!

my face.
Characters are
similar aging. fade
to conclude
of Drake
SIC · PARVIS · MA

Charted! Trophies

You receive the following trophies at the end of Epilogue in the respective gameplay modes: Charted!—Explorer, Charted!—Light, Charted!—Moderate, Charted!—Hard, Charted!—Crushing, and Charted!—Speedrun.

Multiplayer

Introduction

Uncharted 4's multiplayer mode is an amazingly robust experience. On top of the new weapons and gear, there are also innovative elements like Sidekicks, Mysticals, rope swings, and contextual melee. This creates an exciting player versus player experience unique to *Uncharted 4*. And, as they did with the rest of the guide, the Naughty Dog design and QA teams stepped up to give us invaluable guidance. Our special thanks to the whole multiplayer crew for helping us put together this overview.

Hands-On Help

We highly recommend that you take a spin through the game's "Trials" multiplayer tutorial missions before jumping into matches with wily human opponents.

Multiplayer

Game Modes

There are three game modes in *Uncharted 4*'s multiplayer: Team Deathmatch, Command, and Plunder. Keep reading for details on each gameplay mode.

TEAM DEATHMATCH

A fight to the end with teammates at your side. The goal is to accumulate a certain amount of points to win, or have more points when time runs out. An enemy KO is worth 1 point. Reach the mode's point goal or have the most points when time runs out to win the match.

COMMAND

Capture Command Sites for a steady flow of points, or KO enemy Captains for a large point bonus. Reach the mode's point goal or have the most points when time runs out to win the match. Command is all about teamwork, so stick with the group and protect your Captain.

Command Sites

Command Sites are fixed areas on the map. When you and your teammates are within an area, you "capture" that Command Site after a certain amount of time. Once captured, the Command Site contributes points to your team's score. Command sites captured by the enemy team must be neutralized before you can capture them for your team. A neutralized site does not earn points for either team and can be immediately captured by one team or the other. Command Sites are considered Contested when members from both teams are in it. While a site is contested, neither team will earn points from it. Command Sites are neutralized and captured faster with more members of a team inside them.

Team Captains

A Team Captain is designated after he or she contributes the most to the team's objective. Once made Captain, that player receives bonuses (cheaper In-Game Store prices, able to revive teammates faster, more health when Downed). Captains (once designated) start as Level 1, but after a certain amount of time passes without them being KO'ed they go up in Level. They can reach as high as Level 3, which increase the effectiveness of the Captain bonuses. However, at higher levels, the Captain is more visible to the enemy:

- Level 1: Enemies see a Captain icon by the Captain's name.
- Level 2: Enemies can always see the Captain on radar.
- Level 3: Captains are automatically Marked until they lose Captain status.

Captain status is lost when the Captain is KO'ed. If KO'ed, the enemy team receives a number of points to their team's score total. At higher levels, Captains yield more points.

PLUNDER

In Plunder, you retrieve and transport an Idol back to your base and deposit it in a treasure chest for points. The Idol spawns in the middle of the map and can be retrieved by either team. Idols captured earn your team 1 point. A team wins the match when reaching the mode's point goal or by having the most points when the match ends. Players use **R3** to pick up the Idol and will be unable to use their long-gun, gear, or Mysticals. However players can use their pistol and swing the Idol (with △) for a powerful melee attack. The Idol can be thrown with **R1**, and dropped with **R3**. If the Idol falls off the map or is not picked up after a certain amount of time, it will respawn.

Uncharted 4: A Thief's End includes eight multiplayer maps (on release day). Here's a quick rundown of each:

AUCTION HOUSE

A luxurious Italian location, featuring flank rope swings, explosive vehicles, and long sightlines.

ROOFTOPS

A medium-size nighttime map, it's comprised of tight corridors for close-quarters combat suspended high above the Italian coastline.

SCOTLAND

A large symmetrical map divided by a giant slide, with enclosed tunnels, ancient graveyards, Scottish ruins, and a multi-leveled cathedral. It's the largest map in the game.

MADAGASCAR CITY

A tight-quarters market surrounded by two sniper towers. It features hidden slides and rope swings.

REMNANTS

A rain-soaked beach with an abandoned pirate cave that features more rope swings than any other map.

ISLAND

A jungle location, Island features a central cave with a horseshoe-shaped pinnacle sniper location.

RIVER

A symmetrical figure-eight map, River contains underwater swim routes, large mudslides, and waterfall rope flanks.

PIRATE COLONY

A fully symmetrical map, with two opposing bases on each end connected by a network of docks and dilapidated houses.

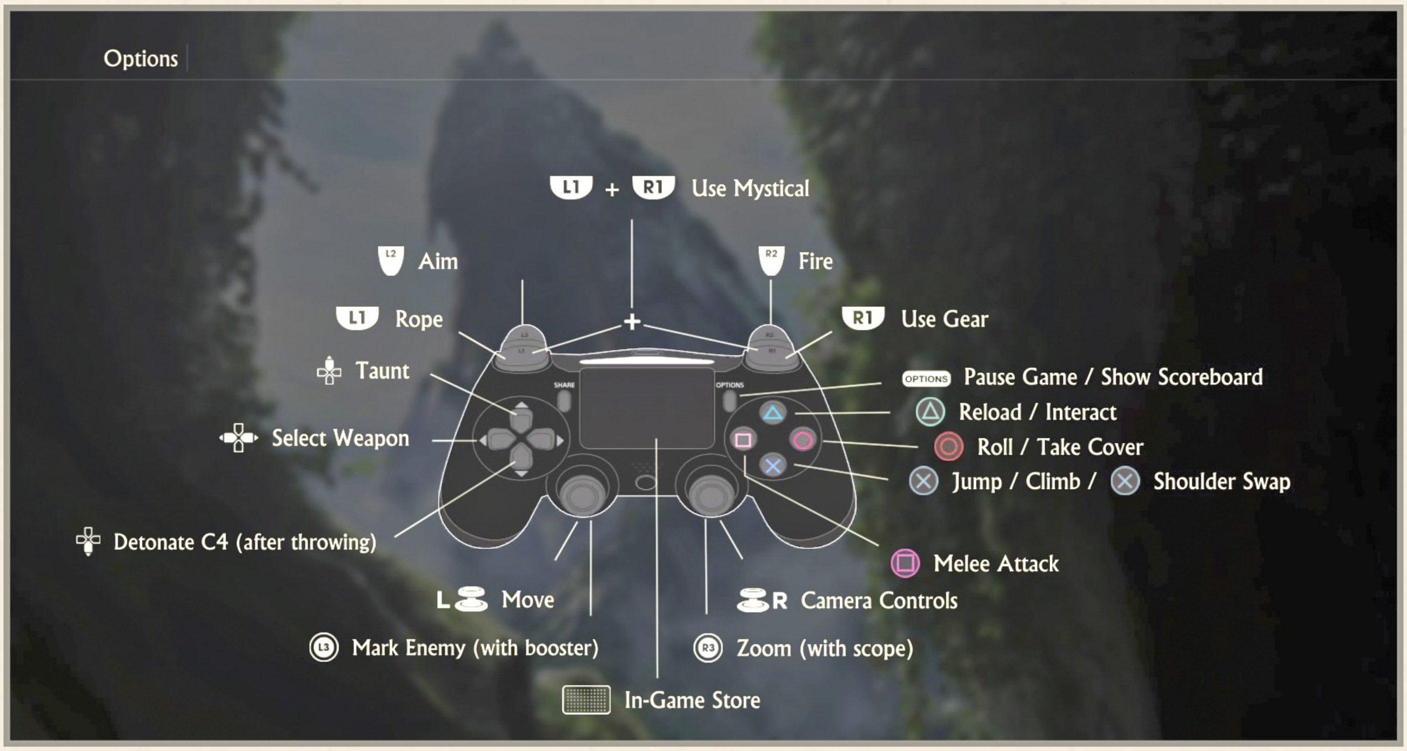
GENERAL MAP TIPS

- Hide Mines in areas with a lot of foliage, rubble, snow, or puddles.
- Use grapple ropes to your advantage with vertical takedowns.
- Plunder Game Mode: Set explosive traps near the enemy base.
- Auction & Madagascar City: Damage cars to cause explosions.
- Collect and save money as much as possible at the beginning to upgrade Gear and purchase Mysticals and Sidekicks.
- Complete as many Trials as possible early on to earn Relics to use on upgrades.

UNCHARTED 4 A Thief's End™

Multiplayer

Controls


Options
L1 + R1 Use Mystical
L2 Aim
R2 Fire
L1 Rope
R1 Use Gear
Taunt
OPTIONS Pause Game / Show Scoreboard
Select Weapon
△ Reload / Interact
○ Roll / Take Cover
✕ Jump / Climb / ✕ Shoulder Swap
Detonate C4 (after throwing)
□ Melee Attack
L Move
R Camera Controls
L3 Mark Enemy (with booster)
R3 Zoom (with scope)
In-Game Store

Additional Controls

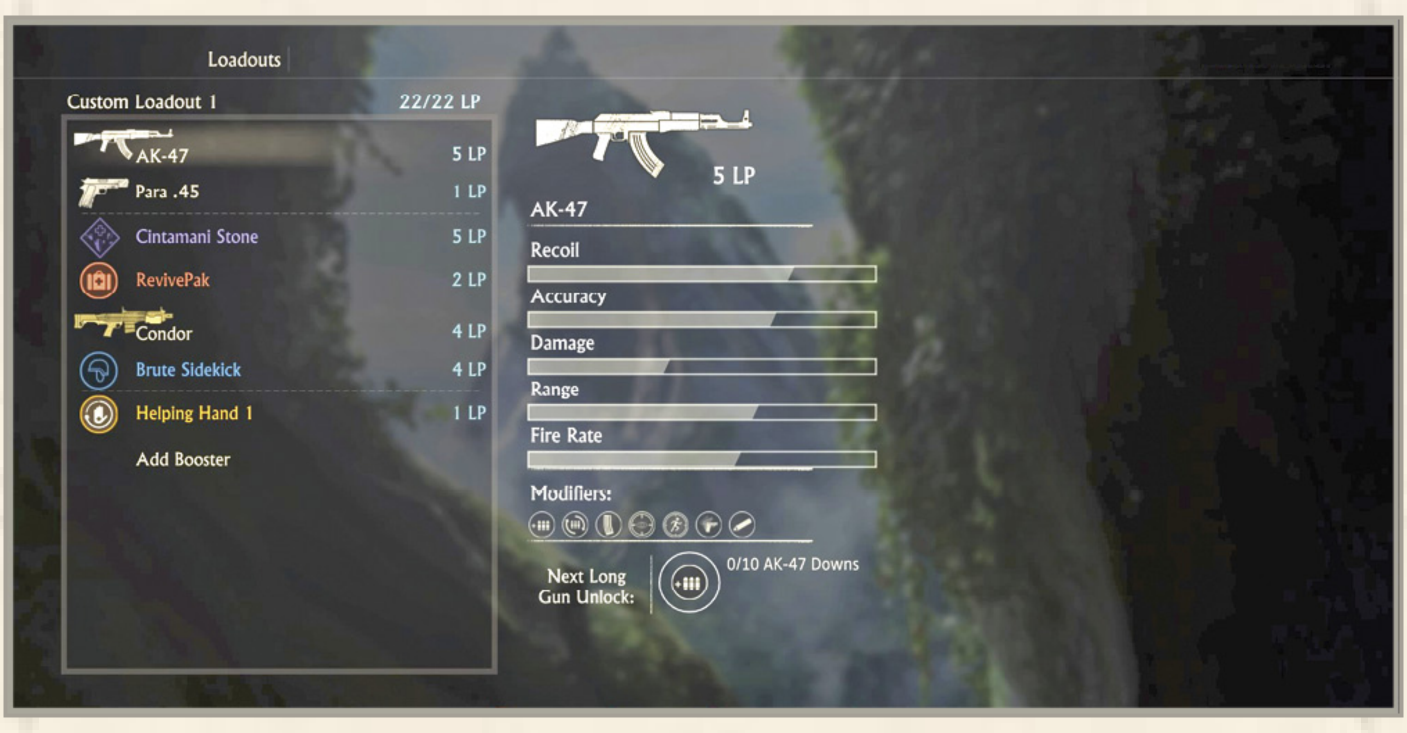
- Touchpad (Press): Access the In-Game Store
- △ (Hold): Revive Teammate
- R3: Pick up Idol (Plunder game mode)
- R1: Throw Idol (Plunder game mode)
- D-pad Down: Detonate C4
- ✕: Attach to ziplines
- Hold L1 and press □: Charge melee

Customized Loadouts

Create Custom Loadouts to Fine-Tune Your Playstyle

LOADOUT ITEM UNLOCKS

From the multiplayer Main Menu, select Loadouts and highlight the Custom Loadouts tab to start building your own combination of weapons, Gear, Mysticals, Sidekicks, and Boosters. Each item in a Custom Loadout costs a certain number of Loadout Points (LP) to equip. Equipped Mysticals, Sidekicks, Heavy Weapons, and upgrades for Gear are purchased during a match via the In-Game Store.



Loadouts

Custom Loadout 1	22/22 LP
AK-47	5 LP
Para .45	1 LP
Cintamani Stone	5 LP
RevivePak	2 LP
Condor	4 LP
Brute Sidekick	4 LP
Helping Hand 1	1 LP
Add Booster	

5 LP

AK-47

Recoil

Accuracy

Damage

Range

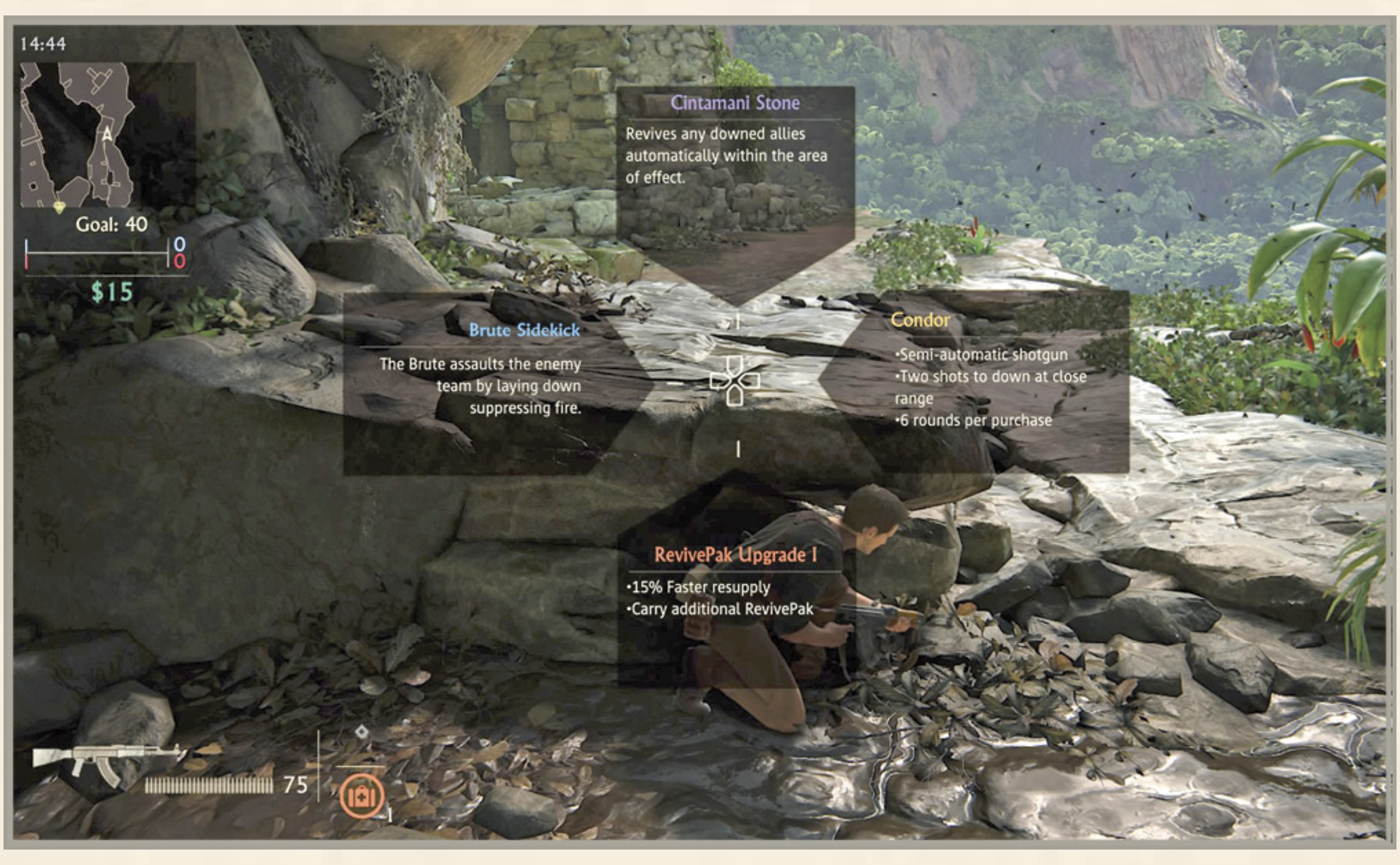
Fire Rate

Modifiers:

Next Long Gun Unlock: 0/10 AK-47 Downs

IN-GAME STORE

The In-Game Store is accessed via the Touch Pad during a match. As you play, you'll earn in-game cash to upgrade your Gear or deploy your loadout items, such as Mysticals, Sidekicks, and Heavy Weapons. Choose wisely, as the cost of each item will go up the more you use it during that individual match!



Cintamani Stone
Revives any downed allies automatically within the area of effect.

Brute Sidekick
The Brute assaults the enemy team by laying down suppressing fire.

Condor
•Semi-automatic shotgun
•Two shots to down at close range
•6 rounds per purchase

RevivePak Upgrade I
•15% Faster resupply
•Carry additional RevivePak

MYSTICALS

Wrath Of El Dorado

When thrown, the El Dorado sarcophagus from the first *Uncharted* appears and unleashes a flow of specters that tracks down nearby enemies and damages them.

Spirit Of Djinn

The Djinn magic from *Uncharted 3* imbues the player with the ability to teleport short distances, but they won't be able to take cover.

Staff Of Ayar Manco

This staff, from the *Uncharted: The Fourth Labyrinth* novel, casts a magical force pulse, temporarily revealing enemy locations on your mini-map and marking enemy explosives. Enemies are constantly aware of the Staff's location and can destroy it.

Cintamani Stone

Activating this mystical from *Uncharted 2* instantly revives any downed allies within its area of effect.

Indra's Eternity

From the *Uncharted: Eye of Indra* motion comic, this Mystical slows down any enemy that enters its visible area of effect.

BOOSTERS

Boosters allow the player to refine their playstyle even further and can be equipped in Custom Loadouts. Each Booster grants the player an in-game bonus or gameplay feature allowing them in-depth control over how they play the game. Base Boosters are unlocked through in-game progression and more powerful (at a higher LP cost) versions can be unlocked by using the base Booster's unique feature or bonus. Here is a taste of just some of the Boosters and their upgrades that will be included in *Uncharted 4* Multiplayer.

Scavenger

- Get additional ammo pickups.

Helping Hand

- Revive allies faster.
- Increased movement speed while reviving.
- Heal an ally back to full health when you revive them.

Marking

- Marks enemies with L3.
- Marked enemies are highlighted.
- Enemies near your target are also marked.

Gear Revive

- Time to next gear resupply reduced (by a certain amount of seconds) every time you revive an ally.

Down But Not Out

- You have more health while in the Down state.
- Faster movement speed while in the Down state.

Loose Change

- Find a small treasure, giving you extra cash, in locations where you were KO'd.

Head Master

- Time to next gear resupply decreases when you down an enemy with a headshot.

Stealth

- Enemies don't see you during their spawn fly in.
- Cannot be marked by sidekicks.

Explosive Awareness

- Nearby enemy C4 and mines are outlined to the player.

Multiplayer

Unlocking Loadout items

All loadout items are unlocked by simply playing the game. Downing enemies with long-guns, pistols, and Heavy Weapons will unlock the next weapon of that type while Gear, Mysticals, and Sidekicks just need to be used in a match. Other loadout options and how to unlock them are listed below.

Items used in your Loadout are unlocked by using those weapons. This is true for Pistols, Long Guns, Hero Weapons, Gear, Heavy Weapons, Mysticals, and Sidekicks. However, the following is how you unlock the other loadout items not mentioned above:

- **Boosters**: Unlocked by total score that you have accumulated.
- **Higher Level Boosters** (Stealth 2 vs. Stealth 1): Gained by performing actions related to that specific Booster.
- **Weapon Mods**: Unlocked by downing enemies with that specific weapon.
- **Sidekick Mods**: Unlocked by using that specific Sidekick, or via Mystical & Sidekick Mod Chest.
- **Mystical Mods**: Unlocked by using that specific Sidekick, or via Mystical & Sidekick Mod Chest.
- **One-Use Boosters**: Gained via One-Use Booster Chests.

LOADOUT TIPS

- **Mines** work well in areas with a lot of foliage, rubble, or snow.
- **Pistole** and **Spezzotti** work best for run-and-gunner type players.
- **Useful Boosters**: Gear Revive, Treasure Hunter, Case Drip, Stealth, and Ghost.
- **Copperhead** is excellent despite the low damage.
- **Barok .44** is very powerful but doesn't hold a lot of ammo.
- **Loadout Suggestion**: Mine/Grenade + Cintamani Stone or RevivePak + Wrath of El Dorado.

HERO WEAPONS

Hero Weapons are named after characters form U4 and come equipped with two mods opposed to the maximum of one for normal weapons. For example, Drake's MP34a has both the Blindfire Accuracy and Accuracy Mods, and Elena's M14 comes equipped with both the Silencer and Scope Sway Mods. These are unlocked by either downing enemies with the base version of that particular weapon or randomly through Hero Weapon Chests.

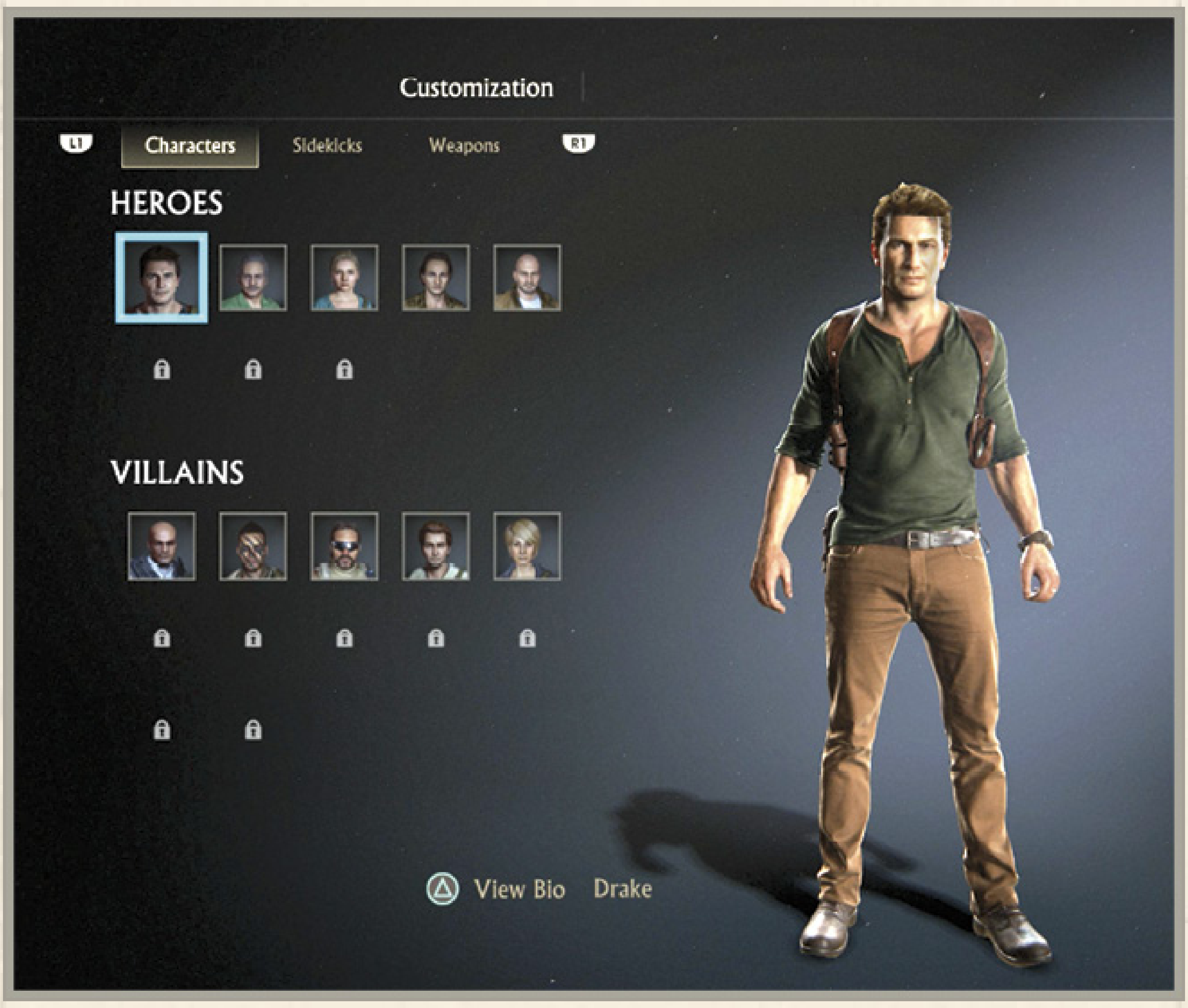
Multiplayer

Challenges

In *Uncharted 4* Multiplayer, you can complete small gameplay challenges to earn Relics which can then be spent as currency in the *Uncharted 4* Multiplayer Store. Challenges are given at random, three at a time, and can only be completed in matchmaking. Relics are awarded upon challenge completion, with the amount depending on the difficulty level. Each day, one of the completed challenges will be replaced with a new task.

If you don't like any of your challenges, you can replace it in the "Challenges" menu for the price of 50 Relics each. Three challenges will be called at random and you'll be able to choose a new challenge from those. Some examples of challenges you might encounter are picking up treasure, using certain long guns and pistols, calling in sidekicks, and performing special melee moves.

Player Customization



You can play as your favorite heroes and villains from the *Uncharted* franchise, including Drake, Sully, Elena, Marlowe, Lazarevic, and more. Each character has their own dialogue lines as well as their own set of outfits. Characters and skins are available for unlock in the *Uncharted 4* Multiplayer Store. You can either unlock them with Uncharted Points, or spend Relics to buy Vanity Chests which contain a random assortment of decorative items. Other fun accessories like hats, glasses, masks, weapon skins, and taunt animations can also be found in the Store.

Heroes

Drake, Sullivan, Elena, Samuel, Cutter, Tenzin, Chloe, and Salim

Villains

Lazarevic´, Rafe, Nadine, Knot, Orca, Marlowe, Rameses, Eddy Raja, Flynn, Talbot, Navarro, and Roman

You can access the Store from the Main Multiplayer Menu. Here, you can spend Uncharted Points and Relics on vanity items, one-use boosters, hero weapons, modifications, and more.

ONE-USE BOOSTER CHEST

Chests are purchased in the Store with Relics, which can only be gained by completing Trials or Challenges. A One-Use Booster Chest drops a set of four one-use boosters (example boosts include cheaper Sidekicks and cheaper Mysticals). Relics can't be bought with real currency. Once opened, Chests will drop (unlock) an assortment of items, according to the type of Chest. Chests will never drop (unlock) duplicates of items the player already possesses. Types include Vanity Chests, Hero Weapon Chests, Mystical & Sidekick Mod Chests, and One-Use Booster Chests. Choose your One-Use Booster before the match begins.

Multiplayer

Weapon Modifications

Modifications

Weapon Mod	Description
Starting Ammo	Start with more ammo
Reload Speed	Reload your gun faster
Clip Capacity	Your clip can hold more bullets
Scope Sway	Decreased scope sway
Scoped-in Radar	Radar appears while scoped in
Scope-in Speed	Zoom into the scope faster
Blindfire Accuracy	Improves blindfire accuracy
Aimed Strafe Speed	Move faster while aiming
Accuracy	Improves weapon accuracy
Recoil	Lessens the effects of recoil
Silencer	Invisible on Radar when firing
Range*	Decrease in ranged damage falloff
Stability*	Increased accuracy and recoil

**Only comes pre-equipped with Hero Weapons.*

Multiplayer

Weapons

In *Uncharted 4* Multiplayer, your favorite gun can be modified to better suit your playstyle. By pressing △ while editing a gun in your loadout, you will be able to choose mods such as a silencer, a larger clip capacity, a faster reload time, etc. One thing to keep in mind is that more powerful mods will cost more LP to put in a loadout. Weapon mods are unlocked by using that weapon, once it is unlocked, to Down enemies in-game. Not all weapon mods are available for all weapons, however. See the following table for which mods can be equipped to each gun. Hero Weapons can carry two pre-set mods, but player-created weapons can only hold one.

Weapon Mods

Weapon	Starting Ammo	Reload Speed	Clip Capacity	Silencer	Blindfire Accuracy	Accuracy	Recoil	Aim Speed	Zoom Speed	Scope Sway	Rada in Scop
Aegis 9mm	X	X	X	X	X						
Para .45	X	X	X	X	X						
Raffica	X	X	X	X	X						
Fossa R-81	X	X	X	X	X	X	X				
Pistole	X	X	X								
Revolver	X	X	X	X	X		X				
Scoped Pistol	X	X	X	X							X
AK-47	X	X	X	X	X		X	X			
FAL	X	X	X	X			X	X			X
Mazur LDR	X	X	X	X			X	X	X	X	X
XCR	X	X	X	X	X	X	X	X			
Mettler M-30	X	X	X	X			X	X			
MP34a	X	X	X	X	X	X	X	X			
Spezzotti 12 Gauge	X	X	X	X							
HS39	X	X	X	X	X		X	X			
Copperhead SR7	X	X	X	X	X		X	X	X		X
M14 Custom	X	X	X	X			X	X	X	X	X

Multiplayer

Sidekick & Mystical Modifications

Sidekick Mods and Mystical Mods are a specific set of modifiers that can be equipped. They increase the Loadout point cost of a Sidekick or Mystical, as well as increasing the price to buy them in the In-Game Store during a match. Only one Mod can be equipped at a time to a Sidekick or Mystical.

Sidekick Mods

Sidekick	Mod Name	Description
Brute	Health Regeneration	Brute will regenerate health after a certain amount of time.
	Faster Movement	Brute movement speed increased.
	Highlight Targets	Enemies damaged by a Brute will become outlined for you.
	Accuracy Increase	Accuracy of the Brute's machine gun is increased.
Savior	Additional Health	Savior will have higher maximum health.
	Toss RevivePaks	Savior will throw a RevivePak at downed allies.
	Faster Movement	Savior movement speed is increased.
	More Ammo and Gear	Savior will recharge ally ammo and gear at a faster rate.
Sniper	Health Regeneration	Sniper will regenerate health after a certain amount of time.
	No Laser Sight	Sniper's laser will not be visible to enemies it targets.
	Re-positioning Speed	Sniper will move to a new location faster.
Hunter	Silent Hunter	Enemies targeted will no longer hear Hunter's breathing.
	No Explosive Stun	Hunters will no longer stagger from explosive impact.
	Longer Grapple	Hunter grapples are more difficult to escape.
	Target in Sight	Hunter's target will appear outlined for you.

Mystical Mods

Mystical	Mod Name	Description
Wrath of El Dorado	Highlight Targets	Enemies who are damaged by your Wrath of El Dorado become outlined for you.
	Faster Specters	Specters thrown by the Wrath of El Dorado travel towards enemies faster.
	Increased Specter Damage	Specters thrown by the Wrath of El Dorado do more damage to enemies.
Cintamani Stone	Increased Range	Revive radius of the Cintamani is larger.
	Full Revive	Allies are revived to full health.
Staff of Ayar Manco	Highlight Targets	Enemies who are detected by the Staff are outlined for you.
	Directional Arrows	Radar will now show which direction enemies are facing.
	Increased Duration	Staff will last for longer after it is placed.
Spirit of the Djinn	Increased Duration	Player has the ability to Djinn-dash for longer.
Spirit of the Djinn	Faster Movement	Base running speed is increased.
Indra's Eternity	Area of Effect Increase	The area of effect for the Indra is increased.
	Slow Down Increase	Targets will experience a more powerful slowing effect.
	Highlight Targets	Targets who enter an Indra field will become outlined for you.

Multiplayer

Marking

Gaining vision is an important element of the *Uncharted 4* Multiplayer metagame. When you know a player's location, you can be more aware if enemies are coming from behind for a flank, or which direction they are retreating. Marking highlights the enemy's name for a limited amount of time so that you can track their movements. Here's how it works:

- Marked players' names and an arrow can be seen through walls at any distance.
- Players you mark can be seen by your teammates.
- Enemies can be marked by aiming at them and pressing L3 (default controller scheme) when you have the Marking booster equipped.
- Enemies can be marked by shooting them or damaging them with an explosive when you have the Mark on Damage booster equipped.
- You can mark nearby enemies when calling for help in the downstate if you equip the Combat Marking booster.
- Sidekicks like the Savior and Sniper can mark enemies for you.
- The Staff of Ayar Manco is a mystical which marks all enemies in the game and shows them on the radar for a limited amount of time.

UNCHARTED 4 A Thief's End™

Multiplayer

Gear

Gear is a vital part of your loadout. Once a piece of gear has been used, it will go on cooldown and you'll have to wait a small amount of time before it can be used again. While in-game, you can also purchase upgrades for your gear, which lend additional benefits and features.

Gear List

Gear	Description	Upgrade 1	Upgrade 2	Upgrade 3	Tips
Grenade	Frag grenade that detonates shortly after impact.	Faster resupply.	Carry an additional grenade.	Faster resupply, faster detonation.	Excellent at flushing enemies out of cove.
RevivePak	Medical supplies which revive downed allies when thrown.	Faster resupply, carry an additional RevivePak.	Larger revive range, faster throw speed.	Revives allies to full health, faster resupply, faster revive time.	Use with discretion and try not to use on allies who are likely to be KO'd.
Smoke Bomb	Creates a dense field of smoke after detonation.	Faster resupply, longer smoke duration.	Faster resupply, carry an additional smoke bomb.		Charge melee, blindfire, and Wrath of El Dorado are good tactics to use while fighting in smoke.
Mine	Detonates when enemies walk nearby.	Faster resupply, can't be marked by Saviors.	Faster fuse time.	No beeping, carry an additional mine, mid-air explosion.	Try to hide mines in rubble, foliage, and around corners.
C4	Sticks to any surface and can be detonated at will.	Faster resupply, can be detonated while in the down state.	Faster resupply, priming time reduced.	Faster resupply, stuns enemies near the explosion.	C4 is great to place at entryways and around corners if an enemy is pursuing you.

Multiplayer

Sidekicks

Sidekicks are NPC allies which can be summoned to aid you in battle. Each has a unique specialty which can be used to help you and your teammates stay alive, keep a tactical location, or win a teamfight. Sidekicks only stick around as long as their health bar permits, so be careful when using them around enemies! You can only have one sidekick out at a time, so if you summon another, it will replace your first.

- Sidekicks cannot be summoned within 15 meters of a Plunder chest.
- Coordinating with your team to summon several sidekicks can be devastating for even the most experienced enemies.
- Sidekicks will become more expensive with each purchase, so be sure to keep yours alive for as long as possible!

Sniper

The Sniper defends a location and picks off faraway enemies. Enemies who are shot by your Sniper will become marked. You can order your Sniper to move to a new location by selecting “Reposition” in the store.

SNIPER TIPS

- When placing a Sniper, be careful that you don't place it near an edge where other players may be able to pull her off of.
- Snipers are very effective against Brutes, which cannot duel at a distance and are vulnerable to headshots.
- Reposition your Sniper frequently to help keep her close to the action.
- The Sniper is most vulnerable when she is repositioning, so be sure to protect her while she travels.
- Snipers are not as proficient at fighting at close-range, so get nearer before trying to take one out.

Hunter

The Hunter will run towards the nearest enemy and grab them in a choke-hold—you'll be able to melee a trapped enemy for a one-hit-down. You can order your Hunter to follow you instead of hunt enemies by opening the store and selecting “Follow.” In Follow mode, the Hunter will only use its gun.

HUNTER TIPS

- Put your Hunter in Follow mode until you encounter an enemy—this will help keep it alive for longer.
- You can tell a Hunter is coming after you if you hear heavy breathing in the vicinity.
- If you're injured and pinned down by an enemy, summoning a Hunter might be enough to tip the scales.
- Hunters are great for stopping Idol carriers in Plunder.
- Hunters are exclusively close-range threats, so be sure to fight them at a distance.
- You can help allies who are trapped by a Hunter by using melee to free them.

Savior

The Savior is a field medic who will revive downed allies as well as give ammo and gear cooldown to nearby friendly players. They will also shoot at nearby enemies with their pistol and mark them for you.

SAVIOR TIPS

- Saviors will teleport to you if you are killed and respawn. When fighting enemies, be sure to get rid of their Savior before claiming the KO if you can.
- Saviors are very useful if you tend to fight at a distance and get downed without enemies around.
- Always be sure to crawl to a safe location when downed so that your Savior or your teammate's Savior is not put at risk reviving you.
- Stick close to your team to maximize the Savior's benefits!

Brute

The Brute is slow, but is heavily armored and armed. Its machine gun is great for laying down suppressive fire.

BRUTE TIPS

- Brutes are a good summon if you're looking to turn the tables on a close-quarters team fight.
- Brutes are not good for players who like to keep their sidekicks close to them. They often move too slowly to be convenient to follow around.
- A melee execution from a rope swing is by far the most efficient way to get rid of a Brute.
- Use your Brute to keep enemies pinned while you swing around to flank them.
- Brutes are armored but are still vulnerable to headshots.

Credits

Legal

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ISBN: 978-0-7440-1662-8

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 16-1 shows that the first printing of the book occurred in 2016.

19 18 17 16 4 3 2 1

001-292070-May/2016

Printed in the USA.

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UNCHARTED 4
A Thief's End™

Introduction

How to Use This Guide

Welcome to the official strategy guide for *Uncharted 4: A Thief's End*. Our guide was constructed with much gracious assistance from the Naughty Dog and Sony teams in Santa Monica, where we spent 35 amazing days in the testing room, surrounded by intensity so thick you could slice it with a pirate cutlass. The result is a book that covers every nook and cranny of this game.

Here's how to use it:

- First, we highly recommend that you read through our **Basics** chapter, even if you've already played significant minutes of the game. The reason: We picked up some invaluable inside info from the design team that may not be readily apparent when you're humping through Shoreline-infested jungles or hanging by two fingernails from a sheer cliff face. In particular, we suggest you review our Combat section. The Stealth and Enemy Awareness sections alone may be worth the price of admission. You'll learn a lot about the weapons and enemy types, too.

THIS GUIDE IS WRITTEN FOR MODERATE DIFFICULTY

This guide is written based on Moderate game difficulty or easier. See our Game Options section for difficulty level details and how they affect gameplay. You will find Crushing items and tips called out throughout the walkthrough. And in the Extras chapter you can find detailed tips on getting through the game on Crushing mode.

- Second, check out our **Story Walkthrough** when you're stuck. Our route maps give you a move-by-move, grip-by-grip guide through every exterior area as well as each of the trickier interior spaces. We also steer you to every collectible item—**Treasures**, **Optional Conversations**, **Optional Journal Notes**, and **Optional Journal Entries**—and give you tips for completing chapter-specific **Trophy** challenges. In the case of Treasures, we always add a screenshot to help you locate the item; we do the same for other collectibles that are difficult to spot.
- And finally, speaking of collectibles, you can refer to the lists in our **Extras** chapter for a quick look at all items/events available in each game chapter. You also get a quick description of where they're located.

That's it. Easy to use. Easy to find what you need. Now jump in so you can start helping Nathan Drake more efficiently.

The Story So Far

UNCHARTED: DRAKE'S FORTUNE

Three of the four main characters on the "good guy team" in *Uncharted 4: A Thief's End*—Nathan Drake, Elena Fisher and Victor "Sully" Sullivan—appear in the very opening sequence of *Uncharted: Drake's Fortune*, the first installment of this award-winning, venerable series. Proclaiming himself a descendent of Sir Francis Drake, Nathan discovers the great explorer's diary and follows its clues in search of El Dorado, the legendary "City of Gold." En route, the trio tries to stay a step ahead of cutthroat pirates (the modern-day variety) and ruthless mercenaries as they wander the Amazonian jungle and a tropical Pacific island in search of ancient treasure. As the story ends, Nathan and Elena ride off into a Pacific sunset in Sully's boat. It looks like the beginning of a beautiful friendship...

UNCHARTED 2: AMONG THIEVES

This first sequel ultimately reunites Nate, Elena, and Sully, taking them on a treacherous hunt across the Himalayas. The game also introduces a new character to the team: Chloe Frazer, Nathan's ex-lover and a highly skilled fortune hunter driven by a healthy dose of self-interest. Nathan follows clues from the great traveler Marco Polo in search for the lost city of Shambhala and the fabled Cintamani Stone. Meanwhile, Elena seeks documentary proof that a notorious Serbian war criminal is still at large. Their separate paths bring them together in Nepal. *Uncharted 2: Among Thieves* received high acclaim and became the consensus Game of the Year in 2009.

UNCHARTED 3: DRAKE'S DECEPTION

This third installment in the series leads Nathan, Sully, and Elena (who is Nate's estranged wife here) across the sands of the vast Rub'al Khali desert on the Arabian Peninsula in search of yet another legendary lost city: Ubar, or "Iram of the Pillars." The story adds a new ally, Charlie Cutter, and uses a notebook from T. E. Lawrence (AKA "Lawrence of Arabia") to track the route of Sir Francis Drake's rumored secret voyage to the Middle East. The sojourn first takes Nate to France, Syria, and Yemen, and briefly reunites the team with Chloe Frazer, as well. After surviving a great sinkhole in the finale, Nate (with help from Sully) reconciles with Elena, and they all head home in Sully's new Grumman Goose seaplane. Note: The game includes a flashback to Nate and Sully's first meeting, 20 years earlier in Cartagena, Colombia.

Characters

Nathan "Nate" Drake

"Professional Treasure Hunter" is a nice, sanitized way to describe Nate's lifelong calling. Some would include the job title "Thief" in the résumé too. But as *Uncharted 4* opens, that's all in the past. Nathan Drake is now a respectable employee of Jameson Marine, a New Orleans-based salvage firm. He has a wife, a house, a gas grill on the back porch, a legit job—a normal life. But then a lost piece of his past walks through the office door…and in that instant, everything changes again.

Elena Fisher

A renowned journalist, documentary filmmaker, and all-around tough cookie, Elena Fisher has joined her husband Nate in pursuing less dangerous, more legal lines of work. She's still a travel writer, but her travels are far tamer: no more war criminals, mutants, Indonesian pirates, flesh-eating spiders…things like that. And Nathan's new promise to Elena is the basis for their new life: no more shady sojourns, no more death defying junkets to lost cities. God forbid he should break that promise…without telling her, anyway.

Samuel "Sam" Drake

Sam and Nathan Drake grew up together in the cozy confines of the Saint Francis Home for Boys, a Catholic orphanage in Boston. Adversity drew them close. Nate's elder by five years, Sam eventually struck out on his own, but it wasn't long before he returned for his younger brother. Today, the siblings are different in many ways. But they share a powerful, peripatetic trait—an inherited *family* trait, as it turns out. Adventuring is in their blood. And if there's one thing Sam does well, it's reaching out to Nate when his little brother needs a hand up. The question is, can Nathan return the favor?

Victor "Sully" Sullivan

Sully may be a treasure hunter, con man, and thief, but he's also a hell of a guy, particularly when it comes to mentoring a former scrawny teenaged runaway who calls himself Nathan Drake. Yes, they've been business partners in some sketchy ventures. But Sully has also served ably as Nate's father figure and even a sort of moral touchstone for decades now. As *Uncharted 4* begins, the pair hasn't seen each other in more than two years. But when the time comes for Nathan to seek a partner in Sam's desperate hunt for lost treasure, who better to call than the debonair fellow with the moustache, cigars, and a vintage Grumman G-21 Goose seaplane?

Rafe Adler

Inheriting vast wealth may not be good for building one's moral character, but it makes a lot of things a lot easier. Rafe Adler, son of a billionaire, has unlimited funds available to finance his own treasure-hunting activities. Once a partner of the Drake brothers in a venture that led them to a notorious Panamanian prison, Rafe now works with a South African "security company" (read: "mercenary army") owned and operated by a woman named Nadine Ross.

Nadine Ross

Nadine is a stone cold badass. Put her in a deathmatch cage with any two men and she'll walk out smiling, most likely with a little of their blood on her teeth. Her private mercenary army, Shoreline, is an impressive collection of ruthless, highly trained military castoffs armed to the hilt with high-dollar weaponry and equipment. Nadine may be Rafe Adler's partner, but she has a keen sense of who's up, who's down, and who knows where to look. She's tangled with Victor Sullivan in past encounters, but it's all business, nothing personal. She's fierce, but Nadine doesn't hold a grudge.